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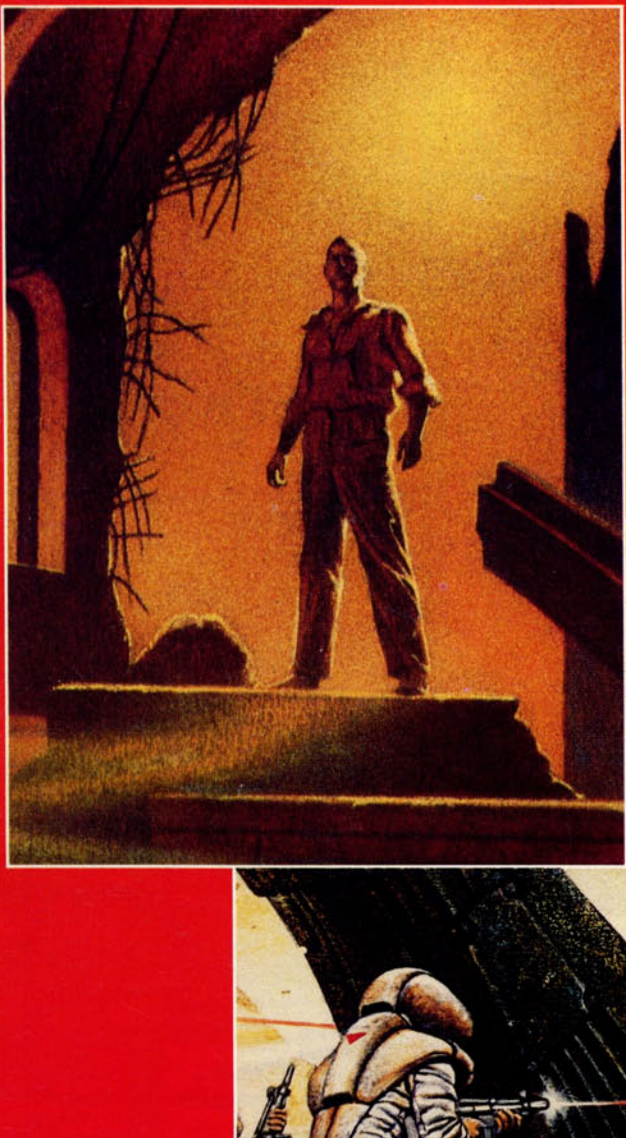
100 Games Rated!

January 1989 Number 55

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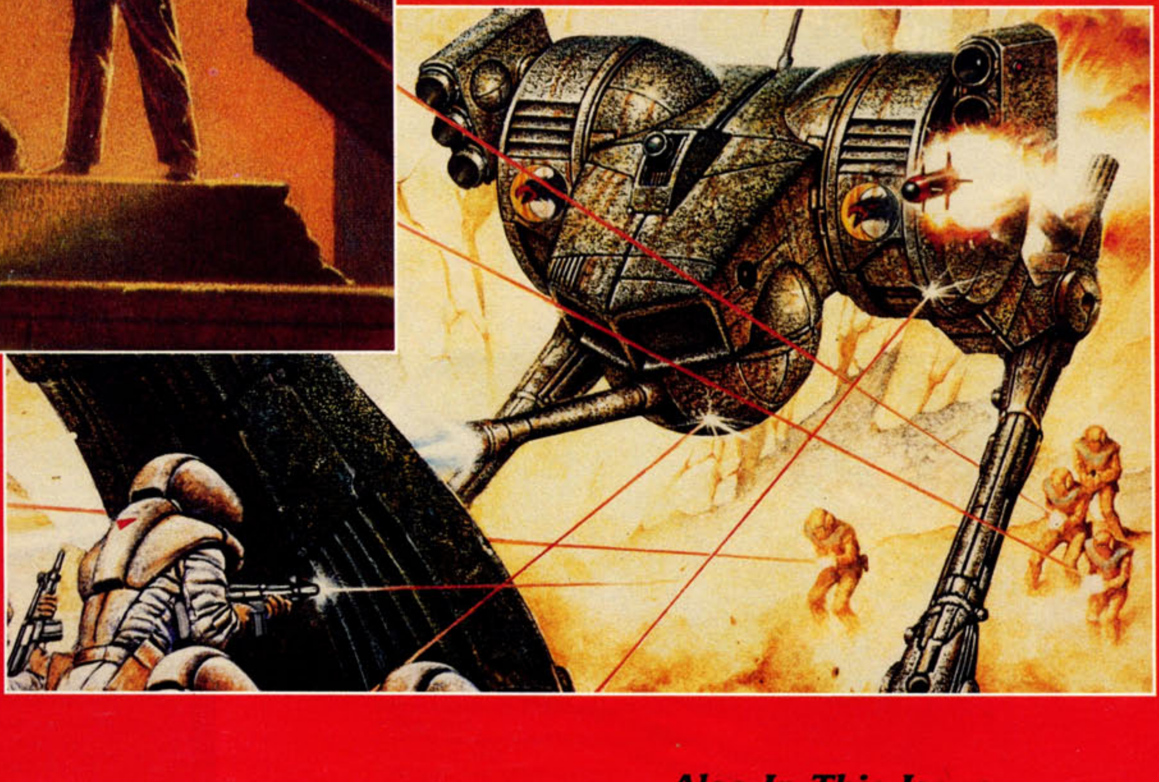
COMPUTER GAMING WORLD

Mindscape's Visions of Aftermath



Dangerous Futures

Infocom's Battletech



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Times of Lore • Genghis Khan
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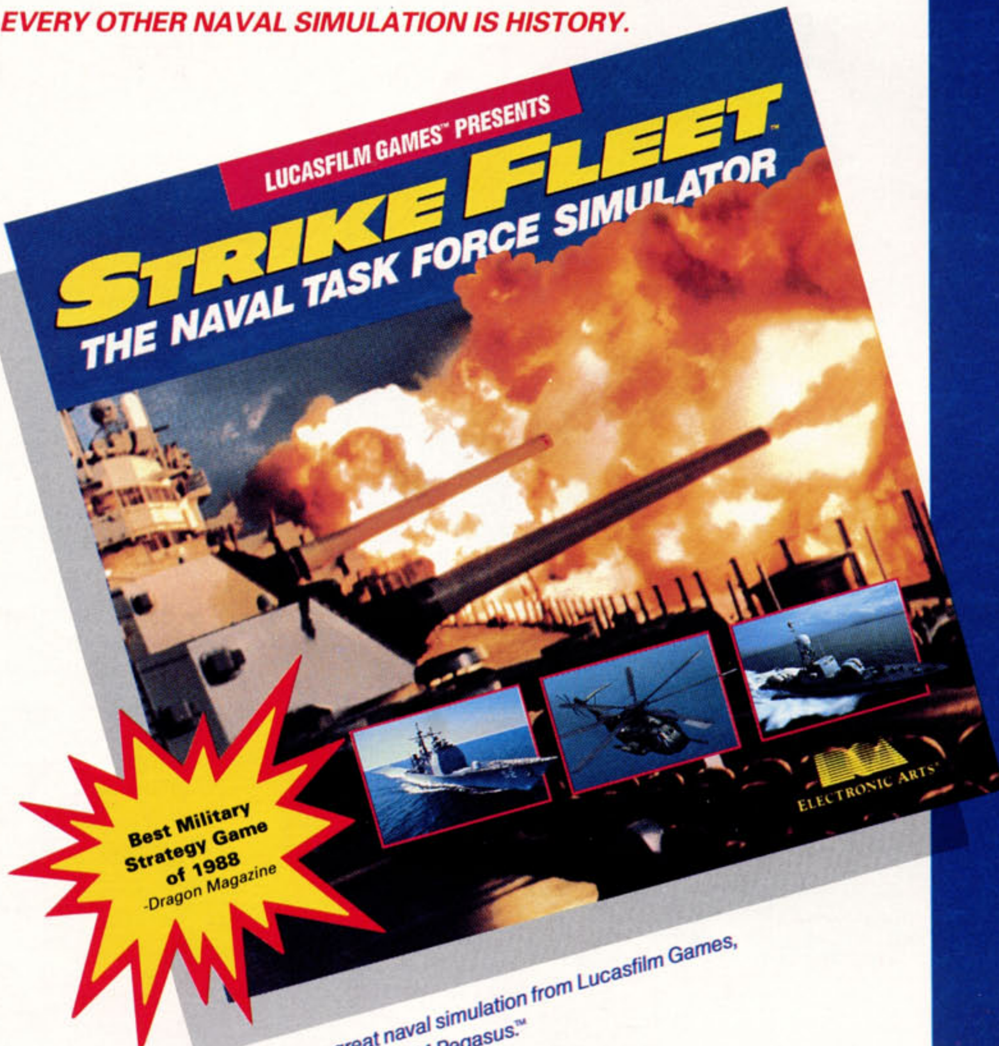
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Take command of the most modern naval task force in the world. Control an entire fleet of warships equipped with hi-tech weaponry and surveillance systems. Your theater of operations: today's hot spots like the Persian Gulf, the Falklands and the North Atlantic. As realistic as tonight's six o'clock news.

New for IBM & Compatibles! With 2 bonus scenarios.

EVERY OTHER NAVAL SIMULATION IS HISTORY.



Best Military Strategy Game of 1988
-Dragon Magazine

Another great naval simulation from Lucasfilm Games, developers of PHM Pegasus.™

All screen shots © 1987 Lucasfilm Ltd.



Hunt down the enemy with phase-array radar and ultra long-range sonar surveillance systems. Launch Seahawk, Lynx or Seasprite helicopters for remote targeting and anti-sub warfare. Modern weapon systems include Phalanx auto-cannons, Harpoons, Exocets and Tomahawk cruise missiles.



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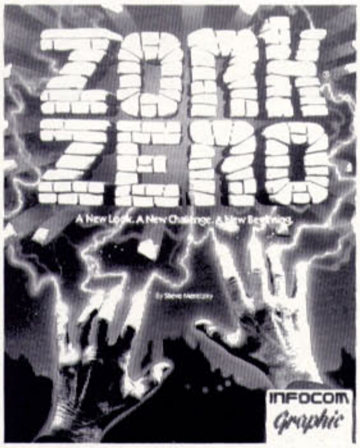
HOW TO ORDER: Visit your retailers or call 800-245-4525 from U.S. or Canada 8am to 5pm PST. The direct order price is $29.95 for the C64 version, $34.95 for the Apple version and $39.95 for the IBM version. Send a U.S. check or money order to Electronic Arts Direct Sales, P.O. Box 7530, San Mateo, CA 94403. Add $3 shipping and handling ($5 for shipping to Canada). Please allow 1-2 weeks for U.S. delivery. C64, Apple and IBM are registered trademarks of Commodore Electronics Limited, Apple Computer, and International Business Machines.

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COMPUTER GAMING WORLD

Covering the World of Computer Games For Eight Years

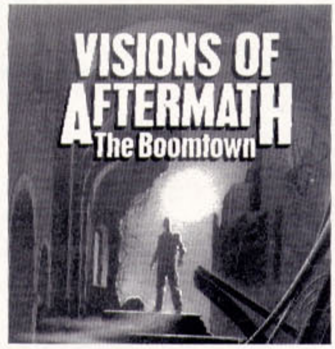
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« Circle Reader Service #25

Accolade
550 S. Winchester Blvd.
Suite 200
San Jose, CA 95128

SERVE AND VOLLEY: The tactics of tennis play come fully into play with this incredibly detailed tennis simulation. Players play each other, or the computer and must come up with the right shot for every situation. Forehand, backhand, topspin lob, backhand smash, dropshots and slices are all packed into this game that can be played on grass, clay or asphalt courts. The only thing you have to supply are the strawberries and cream. IBM & Apple IIGS ($39.95), C-64 ($29.95). Circle Reader Service #1.

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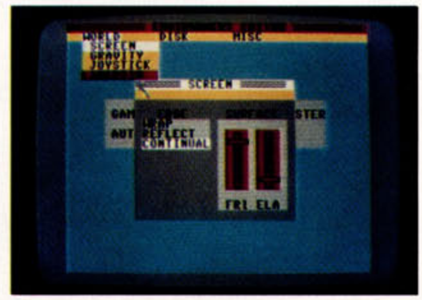
Serve and Volley



TKO



Aussie Joker Poker



Arcade Game Construction Kit


Operation Cleanstreets



Spaceracer

TKO: One or two players slug it out in the square circle for the title belt in this boxing simulator. Players can customize their own fighter or choose their ring opponents with a wide range of variables to consider. Punching power, stamina, tendency to cut, where to hit and for how long all go into determining the final winner. Split screens show your punches hitting, bruising and cutting your opponent. Unfortunately, they also show you on the receiving end. This game gives new meaning to the term, "swelled head." C-64 ($29.95). Circle Reader Service #2.

Aussie Joker Software Int.
Mindscape
3444 Dundee Rd.
Northbrook, IL 60062

AUSSIE JOKER POKER: Up to 90 players can compete against each other for top score in this gambling game. The computer scores each hand by rank and suit and keeps totals for overall scoring. The novelty in the game comes from enabling players to keep ordering new hands until they decide to stay pat. Improve your hand or bust and you're out, so players must weigh the odds of improving their hands with a new deal. A good party game. Players can send their top scores into Aussie Joker Poker and be eligible for a $200,000 Jackpot to be played next year in Las Vegas. Amiga, Atari & Mac ($49.95), C-64 ($29.95), Apple & IBM ($39.95). Circle Reader Service #3.

Broderbund Software
17 Paul Drive
San Rafael, CA 94903-2102

ARCADE GAME CONSTRUCTION KIT: Players tired of playing the same

(Continued on page 6)

[[*LUCASFILM ON THE ART AND SCIENCE OF ENTERTAINMENT.*]]

COMBAT FLYING IS PURE SCIENCE. UNTIL THE ENEMY SHOWS UP.

IF YOU'VE EVER FLOWN a PC, you know how it can simulate every nuance of an airplane's performance envelope. And if you concentrate hard enough on the instruments, you'll soon learn what the limits are.

But when you're making a torpedo run at an enemy flattop, with flak blowing by your canopy and two Zeroes chewing up your tail, all that goes out the window. And you learn to fly by the seat of your pants.

That's the idea behind *Battlehawks 1942,*™ the new WWII naval air combat simulator from Lucasfilm Games. Besides the intellectual challenge of mastering six classic carrier planes, you get the white-hot rush of diving into some very hairy situations.



"My first burst of tracers skimmed the Val's tail. Just as I corrected my aim, he dove. I stuck like glue to his plane, taking it apart by bits and pieces. Suddenly, he pulled up and bailed through the shattered canopy. Moments later, the Val exploded..."

RELIVE HISTORY. OR REWRITE IT.

Battlehawks 1942 gives you an authentic pilot's eye view — from both sides — of four battles that turned the tide in the Pacific. As an American carrier pilot, you'll fly Wildcat fighters, Dauntless dive bombers and Avenger torpedo bombers. From the Japanese side, you'll fly Zeroes, Vals and Kates.

You'll tighten up your combat skills in a dozen training missions, then fly more than 30 real ones, from the Coral Sea to the Santa Cruz Islands.



"In early 1942, American planes were no match for my Zero. I was a hawk in a flock of geese — soaring, looping, pouncing, destroying. I was truly saddened for the brave men in those sluggish planes. All too soon, the planes got better..."

EVEN THE THEORY IS REAL.

The technical detail and historical depth of *Battlehawks 1942* are bound to satisfy the most hard-core simulation buffs. Everything has been exhaustively researched, right down to the optimum airspeed and attack angle for dropping torpedoes.



Bombing a moving ship half a mile below, diving at 250 mph and dodging flak, can be a little tricky.



Your Wildcat's heavier armor and guns win in a shootout, but watch out if a Zero gets on your tail.

Flight characteristics and instruments are authentic. So are weapons and enemy tactics. About the only feature that isn't authentic is something combat pilots never dreamed of. An instant replay camera.

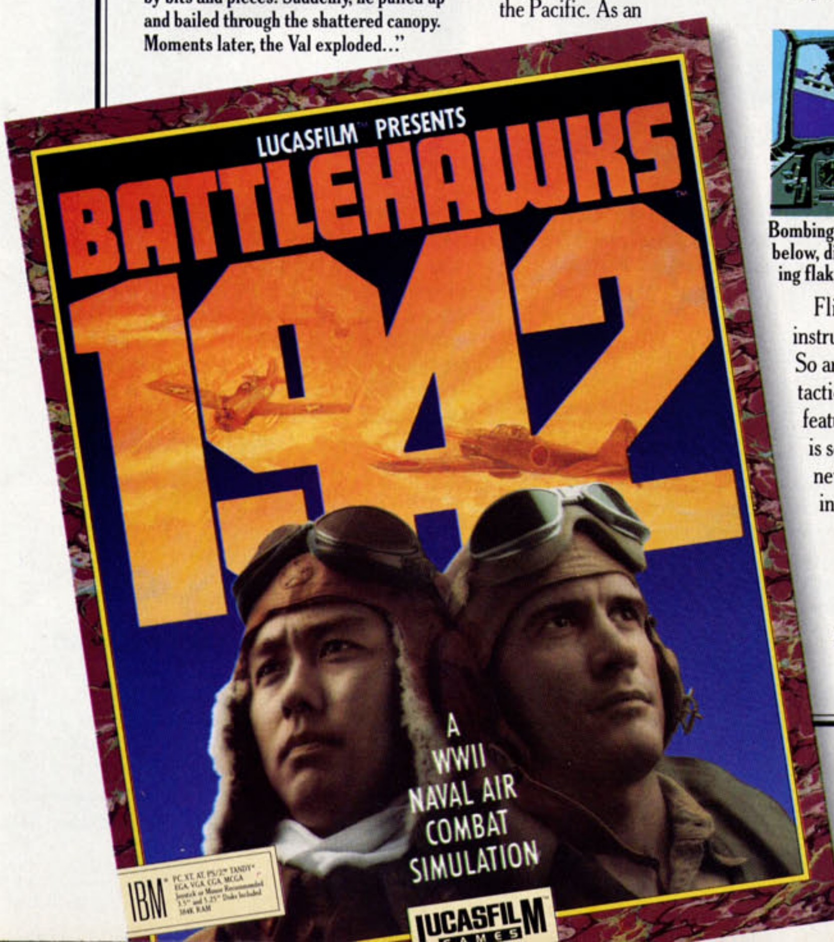
GROUND SCHOOL IT ISN'T.

We asked WWII pilots how to make *Battlehawks 1942* feel like the real thing. To a man, they said make it *intense.*

So instead of polygon-block graphics, we use high-resolution, digitally-rendered images. Ships and planes look almost photographic. Bombs and torpedoes explode in infernos of flames and smoke. The feeling, as one veteran pilot put it, is like flying into a beehive.

And that's where the science leaves off, and the fun starts.

LUCASFILM™ GAMES



KIT: Players tired of playing the same old arcade games can now customize and make their own versions with this complete construction set. Six games come with the kit and when tired of them players can create their own with control over sound, animation, environment, enemies, characters, backgrounds and levels up to 50 deep. One to four can play. C-64 ($29.95). Circle Reader Service #4.

OPERATION CLEANSTREETS: Players accept the role of Cleanup Harry in an action game that offers an assortment of street hoods, punks and pushers to defeat. Five levels of increasing difficulty challenge the player's ability to kick, punch and dodge an assortment of missiles. Wouldn't be easier to arm yourself with a street sweeper? IBM ($34.95), Amiga & Atari ST ($39.95). Circle Reader Service #5.

SPACERACER: Three racetracks on three different planets afford the player a chance to give his race-cycle talents a real workout in this high action, 3-D race game. Players must avoid each other, guard poles & mines while moving at high speed around the smooth scrolling track. Using your laser cannon is tempting, but the resulting loss in power puts the onus on skill and cunning. One of those cannons would come in handy on the freeway! IBM, Amiga, Atari ST ($29.95). Circle Reader Service #6.

Buena Vista Software
500 S. Buena Vista
Burbank, CA 91521

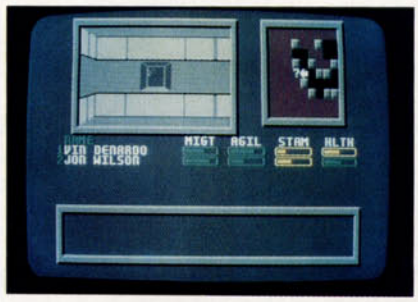
WHO FRAMED ROGER RABBIT: Roger Rabbit needs help to find Marvin the Gag King's will, and in this action game players control Roger in three different sequences. Careening through 1940's Hollywood in Benny the Cab, chasing penguins at the Ink and Paint Club, and picking up gags to slow down weasels at the Gag Factory will keep the player's hand glued to the joystick. This is a tense, fast moving game with great sound and animation. Win one for Jessica! Amiga ($44.95), C-64 ($29.95). Circle Reader Service #7.

Electronic Arts
1820 Gateway Drive
San Mateo, CA 94404

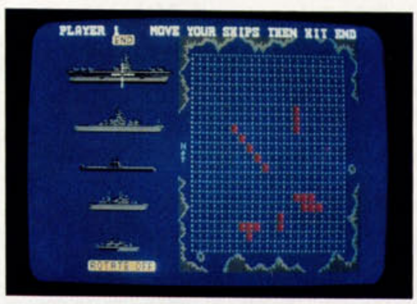
CAVEMAN UGH-LYMPICS: Players pick their favorite neanderthals and compete for the title of Mr. Ughlympia in this hilarious action game. The events include the Mate Toss, Saber (Tooth) Race, Fire Making, Clubbing (my personal favorite), Dino Racing, & the Dino Vault. Winners get to enter the Cave of Fame which is probably located in Alta Mira, Spain. C-64 ($29.95) Circle Reader Service #8.



Who Framed Roger Rabbit?



Mars Saga



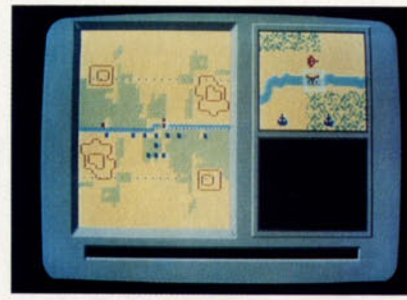
Battleship

MARS SAGA: Survival on the Angry Red Planet is the subject of this strategy, adventure game designed by Westwood Associates, creators of Battle Tech for Infocom. Characters choose from up to 21 different skills while exploring the silent city of Proscenium. Combat is controlled by the player or the computer. Automapping and Top Down View graphics make this an easy game to get into. By the way, does Mars still need women? C-64 (34.95) Circle Reader Service #9.

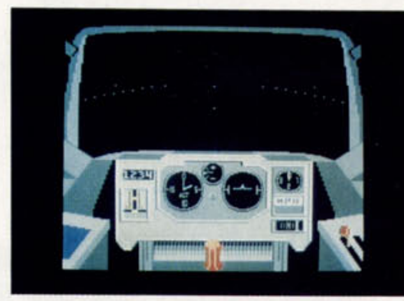
MODEM WARS: This eagerly awaited game is now out and it was worth the wait. Players can play this real-time wargame against the computer, but the real strength of the game lies in its ability to link opponents via modem in a tense, fast paced game of skill and derring. This game forces you to think on your feet in a way reminiscent of speed-chess. Seven different levels of play, different unit capabilities, (ground, air, mobile), and limited intelligence combine with real-time decision making to make this a real winner. See our review next issue. Modem War is Hell! C-64 ($34.95) Circle Reader Service #10.



Caveman Ugh-lympics



Modem Wars



Dive Bomber

Epyx
600 Galveston Dr.
Redwood City, CA 94063

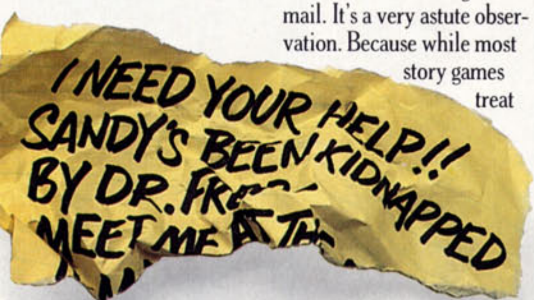
BATTLESHIP: Milton Bradley's classic board game is brought into the computer age with this state-of-the-art graphic update by Epyx. Players compete against the computer or each other in an attempt to discover and sink the opponent's fleet before losing their own.

(Continued on page 64)

NEW HOPE FOR BATTERED STORY GAMERS.

"THERE'S A LOT I LIKE about computer adventures, but it sure isn't fun getting killed all the time. That's why *Maniac Mansion* is so refreshing — I can play from start to finish without dying once!"

That's more than great fan mail. It's a very astute observation. Because while most story games treat



you like the meat in the dog food factory, Lucasfilm story games treat you like a human being who just wants some good clean fun.

The fun starts with an engaging plot, hot graphics and tasty puzzles. But what keeps it going is a unique design that lets you play the game instead of fighting the computer.

THE NO-TYPING INTERFACE.

Today's story games evolved from text adventures. The



In *Maniac Mansion*,® a movie-style "cut-scene" quickly establishes the characters' personalities.



Just three "clicks," and you'll send *Zak McKracken*™ over to the pawn shop counter to buy a pair of nose glasses.

interface, in most cases, remained in the swamp.

With conventional story games, whenever you want your character to do something, you type. And type. And type.

Suppose you want to pick up a green leafy object. Well, you might try typing, "pick up plant." If that doesn't work, you might try "bush," "shrub," "tree," and so on. After a while, you might try a different form of entertainment.

Not with Lucasfilm's new "point 'n' click" interface, though. All the words you need are right on the screen. Just click the cursor on them to choose characters, objects, and actions.

Now you can play an entire fifty hour game without typing a single word. Or putting your life on hold until you realize the green leafy thing is a...plastic fern.

MORE STORY. LESS GORY.

Most story game designers seem to think people love to get clobbered.

We don't. After all, how much fun can it be to have a fatal accident every three and a half minutes... then reload your saved game, take a few timid steps forward, and save it again. Seems more like paranoia than entertainment.

That's why Lucasfilm story games make it downright difficult to die. Oh, you'll get into major hot water all right, but you'll have the fun of getting out of it, too.

LET'S GET CRAZY TOGETHER.

Just pick up a copy of *Maniac Mansion*,® the comedy thriller about a kidnapped cheerleader, a very mad



scientist, and a hilariously creepy rescue mission.

Or *Zak McKracken And The Alien Mindbenders*,™ where you and a seedy tabloid journalist save the world from space aliens who want us all to have the IQs of turnips.

You'll love the twisty plots and the goofy characters. You'll crack up constantly with the zany one-liners and sight gags. And you'll go just a little crazy with the mind-bending puzzles.

Crazy, but nicely crazy.



LUCASFILM™ GAMES

Maniac Mansion is available for IBM/ Tandy, Commodore 64/128 and Apple IIe/ IIc personal computers. Zak McKracken and the Alien Mindbenders is available for IBM/Tandy and Commodore 64/128 personal computers. All elements of the game fantasies are trademarks of Lucasfilm Ltd. IBM is a registered trademark of International Business Machines, Inc. Tandy is a registered trademark of Tandy Corp. Commodore 64 and 128 are trademarks of Commodore Electronics, Ltd. Apple II is a registered trademark of Apple Computer, Inc. IBM screens shown.



Gold Standard

Congratulations on your Golden Anniversary! *[CGW #50]*
We look forward to your 100th!

Jackson Y. Dott
Microcomputer Games Division
The Avalon Hill Game Company

Ed: Thanks, Jack. Coming, as it does, from one of the original computer game manufacturers, your sentiments are much appreciated. I wonder how many of our readers know that Avalon Hill/Monarch printed CGW's covers during our first two years?

The Avalon Hill Game Company

Jailhouse Rock

Before you wad up this letter and ricochet it off your desk with a bank shot into your trash can, give us a minute. We are literally between the proverbial rock and hard place. As the educational instructors here, it is our responsibility to prepare our guys intellectually as much as possible for their next step, which is their release and return to being friends and neighbors in the civilized world. This institute is our last opportunity to prepare them for this. All those who have made it this far have had to work very hard to achieve their pre-release status. We strongly feel these guys to be deserving of our every effort to help those desiring literacy to achieve this admirable, and in this day and age, vital goal.

Learning to read or furthering one's remedial skills is difficult under any circumstances. It is especially so for incarcerated adults. Since it has been proven that higher literacy rates proportionately diminish recidivism, we shall continue our endeavors in this direction. It has been our experience that people will accomplish a higher degree of literacy and enhance existing skills if they are familiar with or enjoy reading aloud in class or leisurely perusing the publications available to them. Due to a high degree of interest in your fine publication, it is one that would be extremely beneficial, even vital, to our cause. We desperately need your help by providing a subscription to your excellent publication. Feel free to bill us at your leisure. We won't be able to pay for it, however, feel free to bill us. We are prohibited by the size of our budget. We don't have one. Keeping in mind that some of our guys may become your neighbors too, we sincerely trust that you will give us a hand, or in this case, a subscription. After all, you're not losing a subscription, you're gaining a charitable gift deduction. Besides, you'll be helping a lot of guys who will need every edge they can get. Our sincere thanks in advance.

Ron Bruneau
Farm Camp Library
Hendry Correctional Institution
Immokalee, FL

Ed: Okay, we will start your subscription. Consider this response to be your invoice for $5,000. Pay at your leisure.

Unwarranted Acclaim

In *CGW*'s November '88 issue, **Acclaim** was incorrectly listed as an affiliated publisher of **Mediagenic**. **Acclaim** is no way affiliated with **Mediagenic** or **Activision** except for the fact that some of its key executives were at one time employed by **Activision**.

Madeline Johnson
Acclaim Entertainment, Inc.

Ed: This was a masterful case of jumping to a conclusion. Both Absolute *and* Acclaim *have executives who were once* Activision *employees; both companies specialize in video games; and both companies have a top executive who has a first name beginning with "G." Therefore, a malformed neuron made the illogical connection that since* Absolute *is an affiliated publisher working with* Mediagenic, Acclaim *must be such an affiliated publisher. This note should clear up the unintentional confusion. Mass firings at CGW are sure to follow.*

Acclaim™

Command Reformer

I am writing in re-sponse to your review of *Carrier Command*, in the October issue of the maga-zine. While I agree with most of the reviewer's points, his suggestions about attacking Defense islands are ludicrous. The enemy command centers rebuild defense structures so quickly that such an all-out assault on an island would never work. Regardless, even if it were possible, this method would take an incredibly long time.



There are two quick efficient ways to attack a defense island, both of which involve minimal resources, and take hardly any time at all. The key involves attacking the command center, which is the heart of island defense.

Tactic Number 1: When the ship first comes in range of the target island, equip a Manta aircraft with seven Assassin missiles. This aircraft should approach the enemy Command Center at top speed, avoiding all other structures. When in sight of the Command Center, all missiles should be targeted and launched at the center (usually six missiles are all it takes, but more certainly won't hurt). Due to opposition, it might take two such assaults, but once the Command Center is destroyed, a Walrus amphibious tank can easily approach the island and drop a new command center.

Tactic Number 2: Upon sighting the enemy island, release four decoy drones and approach at high speed. Using the laser's telescopic viewport, find the shore upon which the Command Center is located, and head toward the shore. Once the ship is located close to the command center, switch the decoys to the rear of the ship, and turn the ship away from the island. From this position, the drones will protect the ship from incoming missiles, and it is quite easy to launch a few Cruise Missiles at the Command Center (Two will usually do it, but it occasionally takes three). Once the Command Center is destroyed, use a

(Continued on page 67)

Best Action / Strategy Game!! – Software Publishers Association

"We respectfully request permission to blow you out of the water"



Some of history's most brilliant naval commanders want to pick a fight with you. They'll let you choose from among 11 classic naval campaigns. They'll even let you decide which of them you're willing to challenge. After that, it's no holds barred.

Get ready for a rousing blend of real-time action and strategic planning. In **The Ancient Art of War at Sea**™, your opponent will fight using his own characteristic style and tactics. It's up to you to plan your fleet's movements skillfully. Zoom in to take command of individual ships. Lead your boarding party in hand-to-hand fighting.

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The Ancient Art of War at Sea is available for Apple IIe (128K), IIc, IIGS (Requires extended 80-column card for IIe); Macintosh 512, Plus, SE; IBM PC/Tandy & 100% compatibles for $44.95.

Three ways to buy: Visit your software dealer or call (800) 521-6263, 8am-5pm PT for credit card purchases and order-by-mail details.



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For more information, write to Brøderbund Software Direct, P.O. Box 12947, San Rafael, CA 94913-2947.

67|GW (JAN)

...TWO, THREE, FOUR, FIVE.



Now you can blast into one of the hottest arcade space games right in your own home. It's the ultimate inter-planetary combat. You've never seen action like this on your home computer!



This is the original arcade hit. Thrill to the arcade quality graphics of this fast-paced, street-style karate brawl. Find out what real action is all about!



The #1 game in Europe for over 3 months. Scramble through 100 screens of laughs as your brontosaurus buddies, Bub and Bob, drive you crazy with non-stop action.



Take the arcade's meanest air battle home for keeps. Strap in for explosive high-flying action. Hold on for your life as you soar through incredible graphics.

If you want to make your PC explode with action you've got to give it dynamite games. These are the world famous original arcade screamers. Arkanoid,™ Alcon,™ Bubble Bobble,™ Renegade™ and Sky Shark™ will make your PC do things you didn't think were possible.

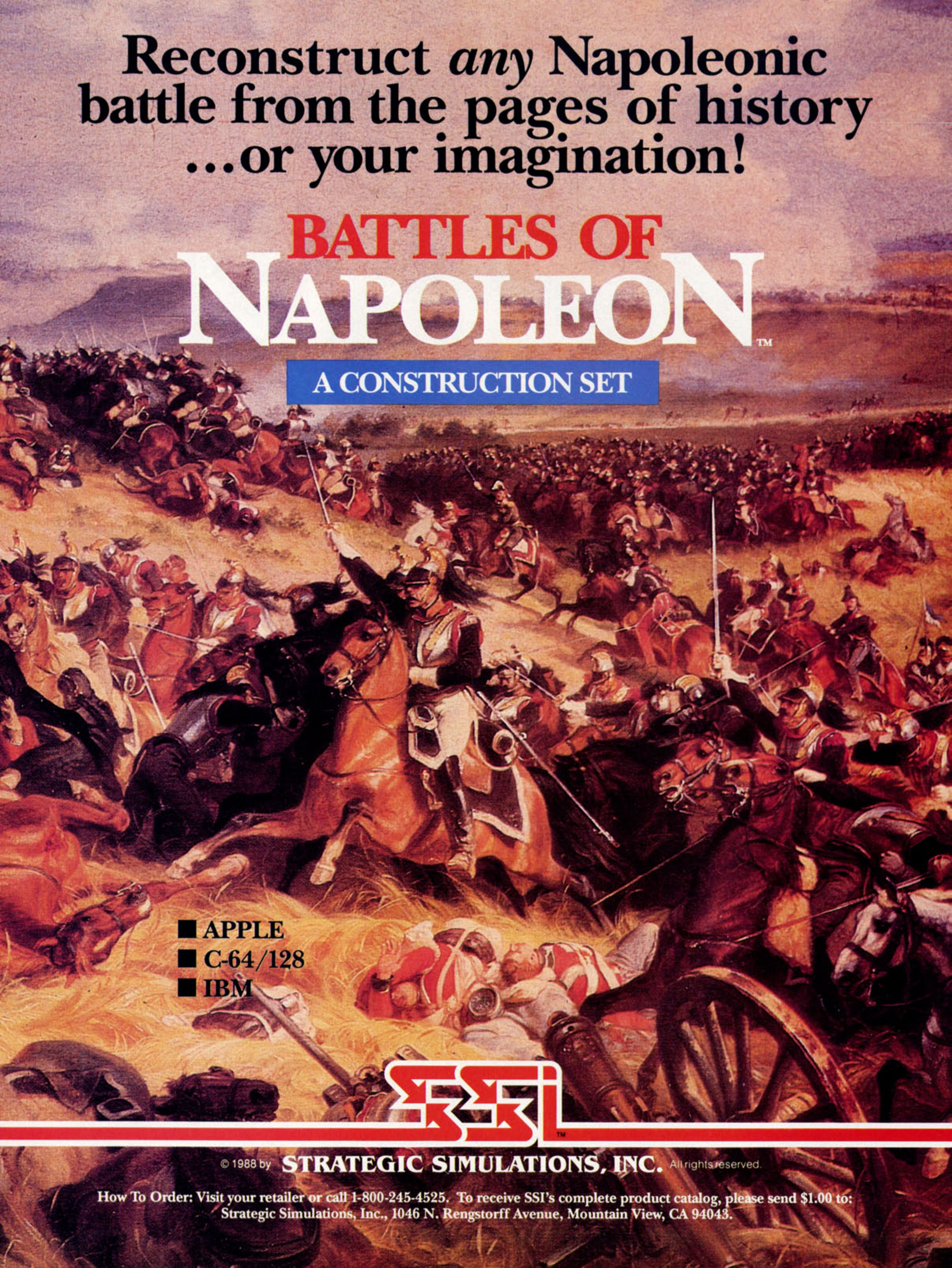
Everyone knows that arcade games are the benchmark for all other video games and Taito has been an arcade leader since 1953. Since then we've made over 1,000 classics for arcade and home play. Count on Taito to bring the heat of the arcade to your home computer.

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Computer Gaming World's

Top Ad Awards





Good evening ladies and gentlemen. I would like to welcome each of you to our First Annual TOP AD Awards. My, you are a handsome group tonight. I haven't seen this many tuxedos since the Penguin Wing was dedicated at Sea World! And those beautiful dresses, all you ladies look just stunning! OK, Vinnie, your dress looks nice too!

We are gathered together this evening to be informed and entertained by the *best advertisements* in the computer entertainment industry. Last September, CGW invited the members of the computer game manufacturing community to advertise in our January issue and thereby be automatically entered into our First Annual TOP AD contest. Up until now, there has not been a forum for computer entertainment advertisers and their ad agencies to "strut their stuff!" Over forty companies have responded and are entered into the competition this year. They all hope to attract the votes of our distinguished judge's panel. Serving on our judge's panel are "the beautiful people"; those people without whom there would *be* no computer entertainment industry. We refer, of course, to YOU, the computer game consumer! We thank you for taking time to be here this evening and helping select the 1989 TOP AD award winners! And now, on with the show!

Awards will be given to three winners in two seperate catagories, for a total of six awards. Catagory One is for advertisements which are either *full page or two-page spread* sized. Catagory Two is for advertisements which are less than a full page in size. The top vote getter in each catagory will be awarded CGW's TOP AD Platinum Award.

The second place finisher will receive CGW's TOP AD Gold Award and the third place finisher will receive CGW's TOP AD Silver Award.

As the judge of our contest you are eligible to win $250.00 and a lifetime subscription to CGW.

The Rules

1. Use the Ballot Section of this month Reader Input Device card located opposite page 4 to cast your votes (or a facsimile thereof).

2. In the "Full Page & Spreads" Catagory vote for three different full page and/or two-page spread ads.

3. A two page spread ad would be an ad that appears on ajoining and facing left and right hand pages and is one continuos advertisment. A two-page spread ad counts as a single ad for voting purposes.

3. Select a first place, a second place, and a third place ad.

4. In the "Fractional Page" Catagory vote for three different ads. These are ads which are less than full page sized.

5. On the ballot, list the company names and page number of the ads you are voting for. For example: to place a first place vote for Acme Company's 1/2 page ad on page 345 write "Acme pg.345" on the line for 1st place in the fractional ad column.

6. The criteria for evaluation is very simple: consider the graphics, copy, and overall impact of the ad.

7. The votes will be weighted, added, and then averaged.

8. The reader that comes closest to picking the final correct order of winners will win $250.00 cash and a lifetime subscription to Computer Gaming World!

9. Please answer the demographic questions (#1-3) found in our Reader Input Device (pg. 71). The answers go on the same card that contains the TOP AD ballot. Please include your name and address on your ballot.

10. Entries must be postmarked by February 15, 1989. No purchase is necessary. Winners will be notified by mail.

The CGW TOP AD Scavanger Hunt

In addition to voting for the CGW TOP ADs we are offering a second contest: The CGW TOP AD Scavanger Hunt! In this friendly little contest we ask you to study the advertisements in this issue of CGW and find the items we request. Put your answers on a postcard (or in a letter) and mail them to us at: CGW Scavanger Hunt, Computer Gaming World, P.O. Box 4566, Anaheim, CA 92803-4566. For each answer, list the company name and the page number on which the ad appears. Note: full page ads do not have page numbers, but the numbers can be determined by the surrounding pages. The contestants with the most correct answers will be announced in the April issue of CGW. If there is a tie for most correct answers, a single winner will be determined by lot. Entries must be postmarked by February 15, 1989. Good luck. Some of the questions are tough!

Each of these questions begin with the words "Which ad contains . . ."

1. a "thumper"
2. the phrase "Cabana Boys Productions"
3. a map of the lost continent of Atlantis
4. the phrase "over 6 years in the making"
5. the "duck of Sparks"
6. red high heels
7. a piece of artwork by Dorman
8. a yellow ringed purple "Saturn"
9. the word "beehive"
10. the phrase "squad leaders"
11. two bas-relief elephants

II. Check It Out!

12. What are the dates for the "Battles of Korea"?
13. Which ad comes from a company based in Salt Lake City, UT?
14. What game claims to be "the ultimate space odyssey"?
15. What box cover contains a broom with eyes.
16. On what item does KDN-02 appear? Whose ad is it in?
17. What box cover contains a dragon rising from the clouds?
18. This modern indian is backlit. What is it and what is the ad?
19. Which ad has the phone number (312) 991-0594?
20. The common name of a person appears backwards in an ad. What name and what ad?
21. What ad portrays a game that has American, Japanese, British & German forces?
22. What ad features a game that contains a audio cassette demo tape?
23. On what item does 004-57 appear? Whose ad is it in?

III. Scrambled Stuff

The following scrambled words appear somewhere in an ad in this issue. The words are unique, they appear in the ad in question but in no other ads. What is the word and on what page does it appear in an ad? Note: the answers to these questions will NOT be found in mail order software ads.

24. NLRIDEE
25. KBDAABRELC
26. SAARCDSAN
27. NALIFOM
28. ERETNEKESOS



The Rumor Bag

by Prince Popu Komilooni



"Aloooooh-ha!" shouted the sensuous Hawaiian siren at the front of the bus, blowing a provocative kiss to all of her lustful male "cousins" visiting from the mainland. Those of us who live in the islands get tired of all that tourist drivel, but it pays the bills. Tonight, my editors and I were headed for one of the most famous luaus on Oahu. "Cousin Becky" was our guide and hostess. As she worked the crowd on the bus up to a party level, I realized there was no possible way to simulate this kind of party on the computer.

Of course, I never thought *Aussie Games* could be simulated either. Who would ever have thought that "bellywhacking," beach football, beer (lager?) bottle shooting, boomerang tossing, dry riverboat racing ("You've got a hole in your keel, mate!"), and marlin fishing would appear in a game? **Mindscape** apparently thought it was "fair dinkum," because the program is due to be released in C-64 and IBM formats during the first quarter of 1989. **Mindscape** is also distributing the products from **Aussie Joker Software**. The Australian company unveiled *Aussie Joker Poker* during November's **Comdex**. The company from "down under" will also release *Aussie Joker Xword* during Spring 1989. The latter game is similar to *Scrabble®*, but offers a construction kit for custom "board" designs and a flexibility to the rules that *Computer Scrabble®* does not offer.

In between Cousin Becky's description of "Honi-honi" (one of our most intimate expressions of friendship) and her tactful description of "Poi" (one of our most tasteless dishes), she pointed out Ferdinand and Imelda (sic) Marcos' residence. My editor suggested that the former first lady's spending habits were as extravagant as any world leader since the Caesars. That reminded us about the project Kellyn Beeck is working on. Tentatively titled, *Caesar*, the game by the designer of *Defender of the Crown* and *Rocket Ranger* is **Electronic Arts**' version of a *Ben Hur* type epic.

The bus sped by Pearl Harbor and the party mood sobered for a moment as we thought of the carnage of decades ago. In 1989, however, there should be a significantly more pleasant invasion. Not only will the best titles from Japan and Britain grace our shores, but French designs are appearing in increasing frequency. CGW readers are already aware of **Ubisoft**'s *Skate Wars*, a cross between hockey and rollerball to be distributed in the U.S. by **Epyx**, and *Trials of Honor* (**Epyx**'s U.S. version of *Iron Lord*), but another French company, **Cocktel Vision** will market a game based on an escape from slavery. The Amiga/ST game will probably bear the English title, *Freedom*. Also, the French publisher of Captain Blood (**Infogrammes** has two new space games that are expected to find their way onto U.S. shelves. One game is a new approach to flying saucers and the other is entitled, *Purple Saturn Day*. The latter is a galactic Olympics.

Finally, we reached the luau site and the show began. Those hula dancers sure knew how to wiggle their hips. One wag in the audience tried to count the number of revolutions per minute, but he got dizzy and fell under the table. Speaking of revolutions, though, Ed Bever has developed an interesting new game for **Britannica Software**. Entitled *Revolution '76*, the game is about the American Revolutionary War and involves economic and political decision-making in addition to military strategy.

We had no sooner finished our revolutionary observation than we noticed the hula dancers had drafted some poor, unsuspecting "macho men." The "volunteers" had no idea what was planned for them backstage, but those of us in the know had a wink between ourselves. They came out bedecked in grass skirts and coconut shell brassieres. In fact, they were as silly as some of the lengths that Victorian writers used to go to in order to avoid the bawdy sections in *1,001 Arabian Nights*. In fact, networking gossip from the mainland has it that Eric Goldberg of boardgame design fame is working on an *Arabian Nights* game. Not surprisingly, the computer game will be based on a previous boardgame design by Goldberg. This adventure game will be presented in the style of the Victorian bawdlerizers (not Sir Richard Burton's translation). Players must learn to think in terms of Arabic culture to do well. In other words, players may play female characters, but their seduction skills will be more important than more standard skills. Few people realize that the boardgame started as an Apple II design, but became a boardgame when the 8-bit machine didn't have enough memory. Now, the game will involve a three-to-four hours of play. Some of the game's uniqueness hinges upon its replayability, a feature often lacking in adventure games.

Our thoughts returned to the show as we watched the always impressive Samoan firedancers. One former hippie, now turned yuppie, at the end of our table suggested that this was like watching an ancient light show. That reminded us that Joe Belkowski has designed a game on the Iranian Conflict. *Light Division* is the current name of the game and it was developed by Eric Hyman, the top-notch programmer who did the *Kampfgruppe* and *Gettysburg* conversions for **Strategic Simulations, Inc.** The duo sold the game to **3W Wargames**, a board game publisher entering the field. With 3W's limited distribution, I sure hope they aren't having to sacrifice all that virgin design work to the volcano god.

The luau ended and we boarded our bus for the trip back to Waikkiki. Naturally, the sensuous atmosphere at the luau had all of our male cousins attempting to give "Honi-honi" to Cousin Becky. One of our editors suggested that our guide might enjoy a simulation entitled, "Escape from Tourist X." Actually, he was musing over the fact that **Covox**, publisher of *Escape from Planet X*, was involved in the production of the new IBM (and compatibles) sound board for **Epyx**. It is expected to sell at a price point of $60-$70. One thing is for sure. We didn't need a sound board for our tour bus on the way home. Choruses of (apologies to Don Ho) "Tiny Bladder" and other lewd songs echoed across the lanes of the only Interstate Highway in the U.S. which does not actually connect to another state.

Aussie JOKER POKER $200,000 JACKPOT



The latest multi-player multi-format PC game from Australia is different to all forms of Poker.

Aussie JOKER POKER features 90 player capacity, open-ended discard ability, selectable deck size and hands per player, password controlled gambling system with automatic accounts – and **5 free entry forms for the $200,000 Aussie JOKER POKER Contest.**

Each month December 1988 through April 1989 winners of 240 JOKER SOFTWARE games and 4 finalists will be randomly drawn from all entries received that month.

With a guest, the **20** Finalists will be flown to Las Vegas to play **Aussie JOKER POKER** for a **first prize of $100,000 in cash** at the **Golden Nugget.**

1,220 Prizes Value $200,000

1,200 Joker PC software games at $29.95 to $49.95 dependent on disk format. Game prizes at sole discretion of sponsor.	$60,000

Cash Prizes for Aussie JOKER POKER Contest Grand Final:

Highest Scorer:	$100,000
Second Highest Scorer:	$5,000
Third Highest Scorer:	$2,500
Lowest Scorer:	$1,500
16 Consolation Prizes of $1,000 each to eliminated Finalists	$16,000
Prize includes air travel for Finalists and their guests from the major airport to Las Vegas with two days and two nights accommodation at the Golden Nugget (approx. retail value $750 each subject to departure points).	$15,000

All taxes and other expenses not specified herein are sole responsibility of winners. All winners will be notified in writing.



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If your PC has a mouse or keyboard, a mono or color monitor and a 512K minimum ram (except Apple II and C64/128 use 64K and keyboard only) you and your family can practise at home for the Las Vegas final of the **Aussie JOKER POKER contest.**

Suggested retail prices:

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Amiga & Atari ST	**$49.95**
Macintosh (mono only)	**$49.95**
Apple II	**$39.95**
C64/128	**$29.95**

If ordering by telephone add $3 shipping & handling and check that your PC meets the minimum hardware requirements as no cash refunds apply. Warranty is limited to free replacement of faulty products returned by prepaid post.

GOLDEN NUGGET

Aussie JOKER POKER Contest Rules

1. No purchase necessary to enter.
2. Void where prohibited by state or federal law.
3. To enter, simply complete and return the the official entry form.
4. Limit five entries per family or household. Five free entry forms and full contest rules are included with "Aussie Joker Poker" or may be obtained by sending a stamped self-addressed envelope larger than 5½" × 7½" with a hand written request to: Aussie Joker Poker Contest Entry Forms, P.O. Box 22381, Gilroy, CA 95021-2381. Mail-in requests limited to one per name, household or family and must be received no later than 3/31/89. WA & VT residents need not include return postage. Full rules also available from participating Mindscape retailers.
5. Monthly entries must be received no later than the last day of the month in which a drawing will take place in order to participate in the month's drawing. Drawings will be held from December, 1988 through April 1989, inclusive. Final entries must be received by 4/30/89.
6. Contest open to legal residents of the U.S.A. and Canada (other than Quebec).
7. Odds of winning depend on number of eligible entries received.
8. Contest subject to complete official rules.



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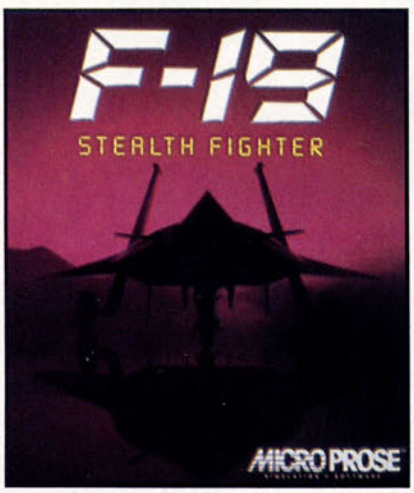
JP12A

The Plane That "Wasn't" There

Microprose's "F-19 Stealth Fighter"

by Russell Sipe









TITLE:	F-19 Stealth Fighter
SYSTEM:	IBM with 384K
# PLAYERS:	1
PRICE:	$69.95
DESIGNERS:	Sid Meier, Jim Synoski, Andy Hollis, and Arnold Hendrick
PUBLISHER:	Microprose Hunt Valley, MD

"When near, make it appear that you are far away; when far away, that you are near."

"At first be shy as a maiden. When the enemy gives you an opening be swift as a hare and he will be unable to withstand you."

— Sun Tzu *The Art of War*

1207 hrs: Captain Dan "Dervish" Hockman eased the joystick back to the left. His craft, "Sweet Nothings", rolled slowly out of the 30 degree bank and leveled out barely 300 feet above the cold Baltic Sea. He backed the throttle down a hair. The engine's already subdued hum dropped even further. The air speed indicator dropped to 170 knots as the stall warning marker settled in at 160 knots. Just 10 knots above stall speed the F-19 cruised sleek, low and invisible. Dervish engaged the autopilot. "OK, baby, let's cruise on into town" he whispered to his beloved machine. Leg one of his mission was complete. Now skimming above the dark cold waters, he began his gentle penetration towards his target deep inside East Germany. Dan's F-19 began the leg which would take him into a maelstrom of enemy fire. A maelstrom IF they found him. He was betting his life on the stealthy nature of his craft. They would NOT find him . . . he hoped.

This program is hot! The gang at Microprose has given us another gem with *F-19 Stealth Fighter*. Not satisfied with a simple conversion of their successful C-64 *Project Stealth Fighter* game to the IBM, Sid Meier, Andy Hollis, and Jim Synoski took the increased speed and memory of the 16 bit MS-DOS environment and have expanded their F-19 simulation into not only a better program, but a dramatic product guaranteed to grab you and immerse you into the world of modern technological warfare. F-19 is the perfect marriage of modern technology and game. How do you realistically simulate high tech warfare with its highly integrated network of tasks in such a way that the individual can make a real difference in the outcome? Simple, simulate the only weapon system where the "lone wolf" can still make an impact: the F-19. Arnold Hendrick puts it this way in the documentation:

Modern air attacks are usually a complex dance of many different machines, each with a unique specialty and role — the scouts, the electronic warfare escorts, the strike planes, the fighter cover, and the AWACS airborne controllers. The

(Continued on page 39)


TYPHOON OF STEEL™ is so detailed, you'll feel like you're caught in the middle of a banzai charge by the Japanese Army! This powerful construction set allows you to fight practically any World War II battles that involved American troops -- with the Allies in Asia and the Pacific against the Japanese, and in Europe against the Germans. TYPHOON OF STEEL. It's the best construction set of America at war! APPLE, C-64/128.
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and performance.

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Japan. Compete against a diverse corps of international rivals who seek the same prize — the title of World Driving Champion.

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When Is A Zero Not A Zero?

Infocom's "Zork Zero"

by Dave Arneson

More than 90 years have passed since the great wizard Megaboz cast the curse which destroyed Lord Dimwit Flathead "The Excessive" along with the ruling family, the Twelve Flatheads. Now, the curse threatens to bring down the Great Underground Empire itself!

Wurb Flathead, the current occupant of the throne, has sent a clarion call to the most remote corners of the Empire: half the riches of the kingdom to the person who can allay the curse. *From every province of Quendor, courageous adventurers, scheming charlatans, and wild-eyed crackpots have streamed into the Imperial Capitol of Flatheadia.*

In *Zork Zero*, the player's character is a peasant from One Hut Village in Nowhere Province. He is *special*. In times past, an ancestor, who happened to have been a servant in the castle, observed Megaboz casting *the curse*. This ancestor "just happened" to obtain a scrap of wizardly parchment from the mage's pocket during the creating of *the curse*. Passed down through the generations, it conveniently contains the clue needed to end *the curse*.

Be forewarned, however, that upon your character's arrival in Flatheadia, the other treasure hunters will have gone home. Those in authority, as well as the population in general, have departed for parts unknown. Now, the quest begins. *All* have left and the player's character is practically alone in the castle on CURSE DAY. (Insert evil sounding music here).

Only King Wurb's court jester accompanies the character. The jester is, unfortunately, as full of deadly tricks as he is of riddles and games. Players should watch out for him as he gives helpful nudges in the right direction and pops in and out of the quest at his own whim.

Getting Zorked

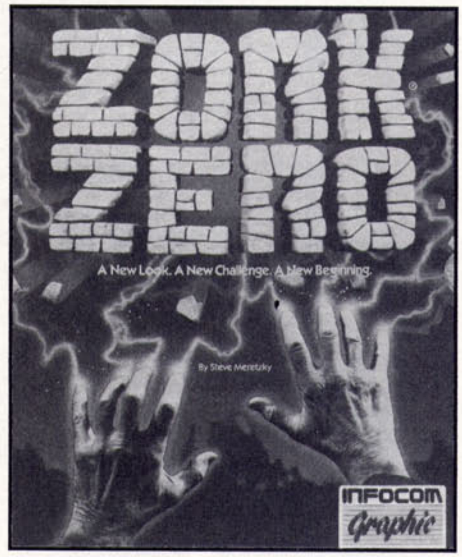
So, you don't like text games and don't like puzzles? I don't either. I like watching the critters bash each other. Puzzles I can't figure out become humiliating when the "All too obvious" solution is revealed. Well, *Zork Zero* might just change all that for you, just like it has for me.

This game is well thought out, thorough, and covers a large area. *Really large!* It is not only fun to play, but is also neither too difficult nor a piece of cake.

Zork Zero has no animation. The few pictures are all static pictures. Hence, it is strictly a text game with only a few graphics. The manual is very complete and does a good job of presenting the vocabulary used in the game. This is important because the game uses a large library of words. Even better news, though, is that when a command is refused, the program explains *why* it does not like the command. This reduces guessing quite a bit.

In addition, the game comes complete with two "clues" and a calendar. The first clue is a parchment piece which is necessary for solving the last puzzle and the other is a blueprint that is vital for the later stages of the game. The calendar is a compendium of clues. The illustrations of the twelve Flatheads contain, at least, one good hint on each page and players will find themselves consulting it on several occasions during the game.

The game program contains almost twenty screens of hints. These are quite useful in keeping the game moving. This is quite helpful when one considers that there are over twenty items that must be found and returned to their proper places in order to complete the quest. For those that have trouble, the game's extensive on-line hints will provide a list of the items, including a designation indicating which of the Twelve Flatheads originally owned it and where the item can now be found in the game. For example, a listing might read, "Silk Tie (J. Pierpont): in the nest in the Aerie." The tie is the same one being worn by Pierpont in his picture on the calendar for the month of "Mage."



Points are scored in several ways. The list of points in the on-line hints section comes in four parts. The hints tell players what actions will increase their scores and the number of points to be received. For example, a player can earn twelve points for finding a Flathead item and five more points when that item is placed in the right place. Five points can be lost if the player puts the wrong item in a given location.

TITLE:	Zork Zero
SYSTEM:	Macintosh
# PLAYERS:	1
PRICE:	$59.95
DESIGNER:	Steve Meretzky
PUBLISHER:	Infocom, Inc. Cambridge, MA

As one would expect, problem solving also scores points. For example, solving the "walnut riddle" nets twenty points for a player while simply winning the game only nets thirty points. There is certainly more to the game than simply "winning," since there are one thousand possible points to be earned and one can win with less.

A turn plays quite easily! Players who are familiar with text games will have no problems with *Zork Zero*. Even inexperienced players will be swept right into the flow of the game via the opening sequence. One of the extremely nice features of this text game is that players can have their computers print out a "script" of their adventure. This provides not only a nice reference, but it can also be used to impress friends or compare notes.

To Map or Not to Map

The mapping system in *Zork Zero* is easy to use and well illustrated. Each location has its own special icon to show



Leonardo Flathead



Lucrezia Flathead



Stonewall Flathead

where characters have been and where they can go. The map can be called up at any time and may keep the player from getting repeatedly lost. (Note: If the game is not saved prior to calling up the map, any information currently on the screen can be lost.)

Hints or Hindrance?

For denser players, such as myself, there is a useful system of hints. Because of the hierarchical nature of the hint system, the first hint does not automatically reveal all information. In fact, there may be as many as a dozen hints for a given situation. Not that I would ever need to use hints! ha! Since the player only gets the information needed to help him solve the puzzle, players can utilize some of the hints and still have the satisfaction of solving a puzzle themselves. It is also possible for those players with absolutely no willpower to toggle off the game's hint feature so that it is unavailable unless one restarts or restores.

Itemized Deductions (Strategy Notes)

Players should not be too quick to discard items they find or too eager to utilize an item's magic. The temptation, for example, is to throw the "Lobster" away or not even take it in the first place. Keep it! It's necessary! Again, the "Magic Wand" is found early in the game, but needs to be used judiciously since it is needed to open areas of the maze during the latter portions of the game.

There is much to do in the game and there are, of course, a few red herrings. Players should keep that final goal in mind and success will follow. It is fun, however, to do some silly things as well. Since the game is both non-linear and has no time limit, there is no reason not to save the game and go nosing about having a good time.

Puzzled Looks

Some of the puzzles are good. Some are strange. Some are dumb!

In the strange category, one finds the rebus puzzle. This shows six "flattened" animals on it. It is one of the few pictures encountered in the game. **(Warning: Hint to follow)** Players solve it by figuring out that pressing the button that makes strange animal noises is the key to the puzzle. Until the animals are removed, the puzzle cannot be read.

Another weird puzzle is reading the writing on the "magic" glove. **(Hint follows:)** We found a way to "Read Glove on Glove," but that seems extremely odd.

On the "dumb" side is the puzzle about the stack of six disks. Some of it seems obvious, but part of it will make players thankful for the hints. On the "plus" side, the card game is rather neat.

One recurring problem is that the hints often make references to the rulebook when they actually mean the calendar. Failure to provide the correct response will result in the game insulting the players and calling them pirates.

Jester Closer Walk (Problems)

The continuous presence of Pester, the court jester, is a nuisance! He can be a helpful companion, but there are many times when players will have the urge to "Dispense with his services." Players are urged to restrain themselves because his presence is ultimately useful to the quest and it is impossible to get rid of him permanently, anyway. Admittedly, the puzzle where the player's character is transformed into an alligator (and must eat a worm as the antidote) only costs time and does no harm to the final quest, but really! This is a matter of personal taste, but I must protest that the court jester seems simply *too much* at times.

Of more significance is the fact that the program only requires one megabyte of memory on the Macintosh. However, players who only have 1 MB of RAM in their computers need to realize that the game plays much slower than on 2 MB machines. Those who use the slower machines won't have time to get a cup of coffee while waiting for a move to be processed, but there is plenty of time to reflect.

Another nagging detail is that the game is set up to use only a half-screen window with no provision for anything else. This is odd, since the manual refers to full-screen illustrations. All of mine came up on partial screens. Hopefully, other versions will use larger windows since a partial screen on the average Macintosh is pretty small.

What Do You Really Think?

Zork Zero is a very well documented and user friendly game. Overall, it is a worthy addition to the *Zork* series and is, by far, the best one to date. Players who like text games will *definitely* love this game. Even those who don't usually like text games or are "not sure" about them will probably be pleasantly surprised with Zork Zero.

Frankly, Zork Zero is probably the best text adventure out there. It is a lot better than many animated ones. Few animated games have Zork Zero's size and depth.

"When is a zero not a zero?" asks the jester.

"When it is Zork Zero!" you answer.

"Right!" says the jester as he turns you into a rutabaga.

Circle Reader Service #32 »



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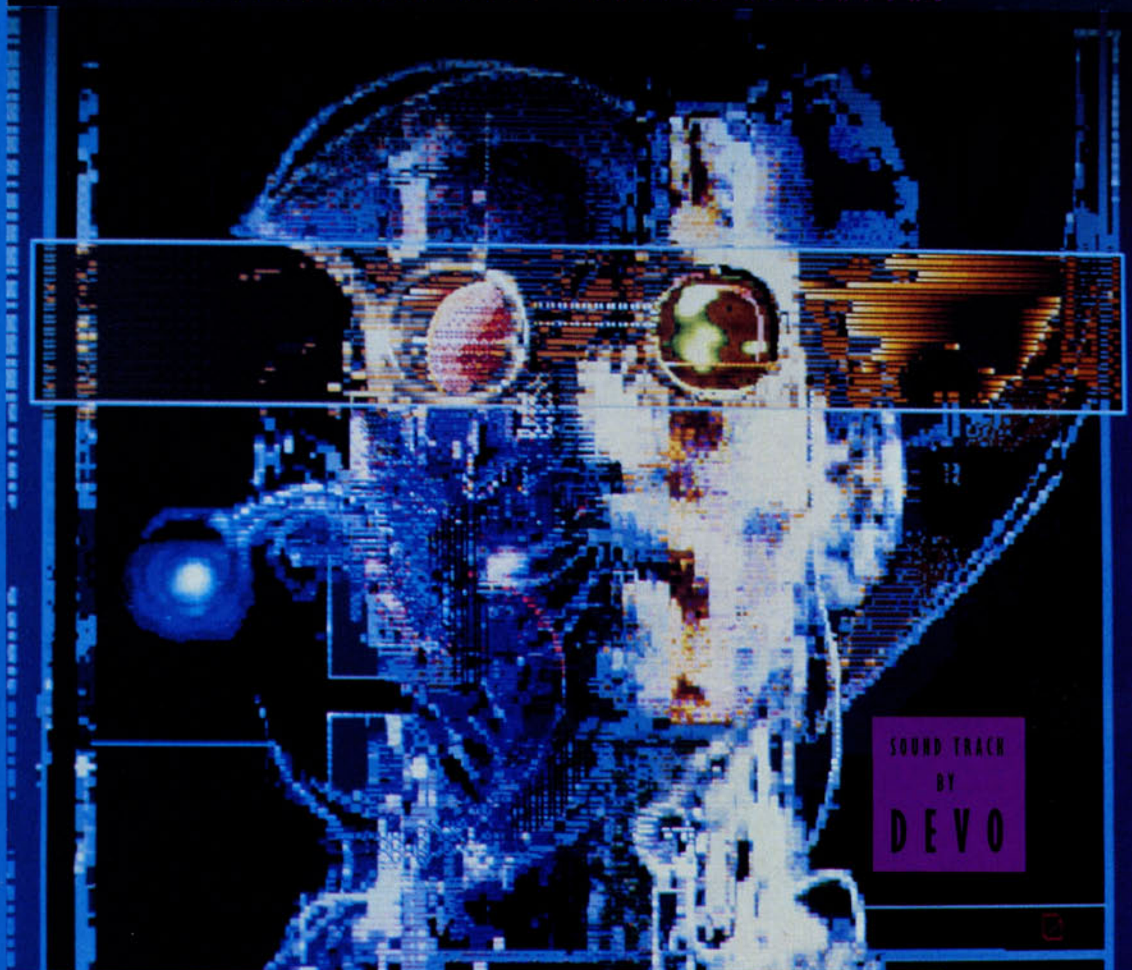
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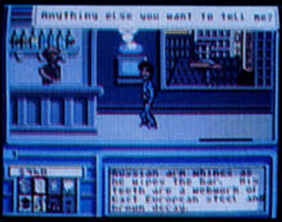
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Something's Alive In Here!

Trapped in an "Alien Mind"

by John Munn

"Jonesy . . . Jonesy?"
—Harry Dean Stanton
Alien

Five minutes ago, everything was fine. You were about to begin a new stage in your bio-scientific career. With the help of your friend and fellow bio-scientist, Aaron Avery, you were about to cross the threshold of a new era in anti-starvation studies.

But that was five minutes ago . . . Right now, you're fighting for your life. Alone and trapped in the very space station that you thought was going to help you save lives. In this corner of space, the only person that can hear you scream . . . is yourself.

NOBODY SAID THIS WAS GOING TO BE A PICNIC

Most role-playing games start out slowly, giving you a chance to increase your skills and become acquainted with the mechanics of the new system. *Alien Mind* by P.B.I. Software *is* such a game, that much is certain, but the difference is the feeling you get of an arcade game *wrapped around* role playing.

The entire game takes place in the Zekford Space Station. The first lesson is: shoot first and *never* ask questions. The "Enemy" varies between an assortment of killer robots and Bug-Eyed Monsters bent on destroying you. They are controlled by only one source . . . the Alien that has taken over the ship. That's another new twist added to this game. This Alien isn't a slobbering beast, dripping acid. It is a highly intelligent creature that has taken the Zekford Space Station and made it its own.

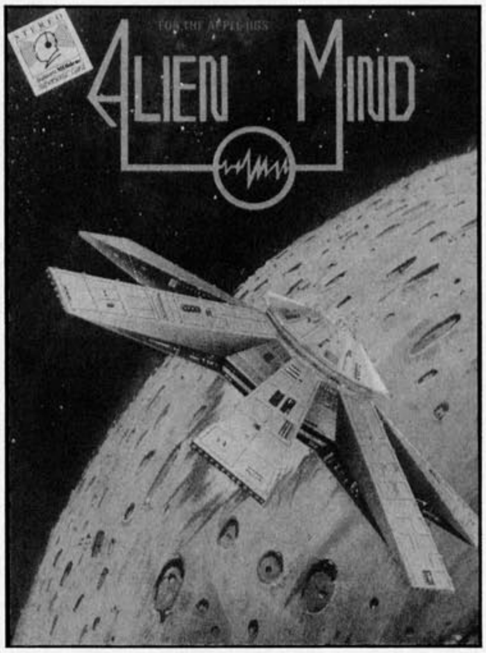
But . . . there's hope! Your friend, Aaron Avery, is still alive and playing a game of deadly tag with the Alien. He makes his way from computer system to computer system, establishing contact with you in brief, almost cryptic messages that only you can understand. He is trying to meet you, somewhere deep in the bowels of the space station. Every time he seems to be giving you the last bit of information to find his location, the Alien breaks in and Aaron has to send you off to another computer console with a different password.

Armed with only a needle gun and Aaron's leading messages, you must find Avery and assemble a weapon deadly enough to destroy the creature that is intent on destroying you.

HOW DO YOU WORK THIS THING?

Alien Mind can be played with joystick, keyboard or mouse. The "0" Button, in the joystick mode, is used for jumping and the "1" button is used for firing. Unfortunately, the jump button is not always consistent in its response. Sometimes the jump is immediate . . . in other instances the jump occurs later than expected, causing the character to trip over objects (i.e. Dead Bodies). This really becomes annoying when you have four B.E.M.s bearing down on you with laser turrets blazing.

The game owes quite a debt to *Gauntlet*, but it offers more. Graphic depictions of carnage surround the image of the player as he makes his way from room to room. The basic premise of the game channels players into a search-and-find strategy that forces them to search the complex for the next computer station where Aaron's message awaits. When players find the correct station (usually shown as red lettering on the blue screen of the computer), they are asked to input the correct password. The passwords come from the cryptic clue that Aaron gives you at the previous computer station.



I STILL HAVEN'T FOUND WHAT I'M LOOKING FOR..

When I first bought my Apple IIGS, I was almost certain that there would be hundreds of games released with mind blowing sound and graphics. Believe me, they are few and far between. *Alien Mind* has a driving musical score in addition to the dynamic sounds of laser fire and air locks opening and closing. This, coupled with the relative ease of the game controls, creates an easily accessible and addictive computer game.

GAME TITLE:	Alien Mind
SYSTEMS:	Apple IIGS
# OF PLAYERS:	1
PRICE:	$42.95
DESIGNER:	Robin Kar
PUBLISHER:	P.B.I. Software Triton Drive, Foster City, CA 94404

The game, as with all P.B.I. Software, is compatible with MIDI engineering. With the MIDI hooked up and the sound cranked high enough to annoy the neighbor's dog, *Alien Mind* really kicks in.

One constant feature of the game which keeps the player moving along is the never ending task of searching for the next computer station. The passwords that Aaron has set up are made for the purpose of confusing the Alien and, at the beginning, are not difficult puzzles to solve. Thankfully, the difficulty of trying to figure out the passwords gradually increases through the course of the game. Sometimes these clues prove to be quite vague in their answers. One question that kept me going around in circles was *"What was the color of ancient Earth's seas?"*

It may look like a simple question.

It is.

It's just the answer that proves to be difficult.

Alien Mind is an easily embraceable game designed with a relatively simple blending of strategic role-playing with the finger-itching excitement of an arcade game.

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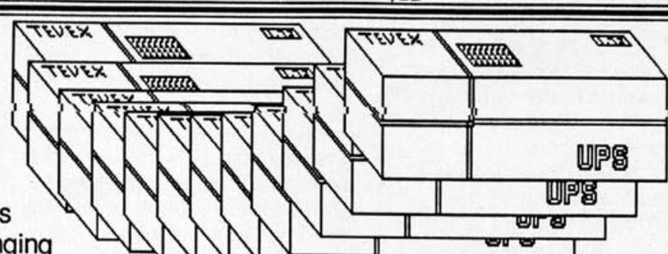
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Circle Reader Service #34

The Captain Is Courageous

Activision's "Ocean Ranger"

by David Wilson

Captain Ken "Grits" Anderson slid into the warm water of the Caribbean Sea as the remains of the U.S.S. Ocean Ranger shuddered violently and burst into flames. The captain was expected to go down with his ship, but nobody said anything about staying under the water with it. As he watched his ship burn, he suddenly realized that the surface of the water he was swimming in was coated with inflammable diesel fuel. If one spark from the burning foil-borne ship should touch the puddle of fuel it would ignite. He swam desperately and was relieved to see a ship coming toward him. He called for help and breathed a sigh of relief as a spotlight illuminated his position. After all, it would be better to be a prisoner of war than to be a dead man. When the ship came alongside him, however, an icy chill clamped his neck in a vice as he heard the enemy commander order his men to, "Take no prisoners!"



TITLE:	Ocean Ranger
SYSTEM:	C-64/128
# PLAYERS:	1
PRICE:	$34.95
DESIGNERS:	Kevin Patrick, Sherwood Patrick, and Dick Smit
PUBLISHER:	Activision Menlo Park, CA

Activision places players in the midst of several different war zones with their new naval combat game, *Ocean Ranger*. Players find themselves in command of missile foil-borne frigates; heavy in firepower. These ships have the capacity for carrying a 76mm cannon, Sea Sparrow (surface-to-air) missiles, Harpoon (surface-to-surface) missiles, and depth charges. These ships are also capable of jamming enemy radar and firing chaff (aluminum and mylar strips which confuse enemy targeting systems).

The manual is concise and follows the principle that a picture is worth a thousand words. In addition, the so-called *Captain's Manual for the U.S.S. Ocean Ranger* also lists the important countersigns (which is, of course, the copy protection, as well).

During set-up, the player assigns a captain to the ship via a point and click method. At this time, players may select increasingly challenging duty stations from the Bering Sea (the easiest) through Southeast Asia and Central America to the Persian Gulf (the most difficult).

During the mission briefing sequence, players are given a primary and a secondary objective. The mission briefing is graphically appealing, using an interesting "slide show" feature that accomplishes a unique effect. Following the briefing, the captain will have to see to the ship's provisioning. Depending on what kind of enemy he believes he will be facing, the captain orders the appropriate weapons stores and fuel.

Engineering Report (Game Mechanics)

Finally, the ship puts out to sea. The captain reports to the bridge and the player refers to the handy keyboard overlay which assists him in keeping track of commands. Players will normally be working from the bridge view and must utilize the two monitors depicted at the bottom of the screen for information. The monitors display seven different information sources: sector chart, mast camera-view, target identification, weapon status, verified "hits," mission status updates, and radar screen.

As for controlling the ship's movement, cruising is easy. One simply uses the joystick for both acceleration and steering. However, players may need to remember that running their ship at full speed will rapidly burn up the fuel. The most economical throttle setting is 28-34 knots. Should the player run out of fuel, however, it is possible to open the auxiliary fuel tank and receive an extra 1,000 gallons of fuel.

Once on the high seas, players will need to view the tactical chart. This chart enables players to navigate to the mission area. An accelerated time mode is available, but one should keep an eye peeled on the heading. It *is* possible to run aground in this game.

Ordnance Report (Combat Mechanics)

Before actually engaging the enemy, it is a good idea to toggle the maintenance screen and get the men out of the galley and assigned to the four general maintenance stations. In the midst of a battle, one cannot stop fighting long enough to assign them. Note: the most important maintenance station is the computer. You can't hit 'em if you can't "see" 'em and you need the computer to "see" them. One should probably assign the maximum component of three men to that station alone.

Finally, the moment arrives. An alarm sounds and the "threatboard" goes crazy. It is time to engage the enemy. The view from the bridge shows a Soviet MiG bearing down on the ship. The captain selects surface-to-air missiles, waits for the Target Acquisition and Designation System (TADS) to lock on, and pushes the fire button. "Target terminated, sir!"

Except for the fact that the enemy comes in waves, the paragraph above could be an illustration of a typical battle round. Fortunately for those playing the easier levels, only one type of enemy at a time comes in those attack waves. In this more difficult levels, the enemy comes faster and with a combined arms approach. Players will quickly learn that they

(Continued on page 47)



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Coin-Op Conversions:

Why They Are Not The Same

by William C. Fisher

Bill Fisher is the President of Quicksilver Software, Inc., one of the busiest conversion houses in California. Data East's Ikari Warriors and Lock On (both for IBM) are two of the latest projects he has worked on. In this article, he shares with CGW readers why arcade games are not as easy to convert from coin-op to personal computer versions.

How do you squeeze an arcade video game into a personal computer? To answer that question, let's look at two of this year's IBM conversions. *Ikari Warriors* is a vertical-scrolling jungle warfare game. The arcade machine supports this scrolling in specialized hardware, provides ample sprite hardware to overlay moving objects on this background, and also utilizes a multi-channel sound chip. *Karnov*, another **Data East** product, is an even more elaborate game, with intricate gameplay and enormous amounts of graphics.

In comparison, the typical IBM PC clone is a rather slow machine. Most inexpensive clones (4.77 MHz or 8 MHz "XT" compatibles) have little more power than the original Apple II. Even in a more powerful "AT" compatible, the video adapter is highly inefficient. Writing for it is like trying to suck a frozen malt through a straw. It is almost *not* worth the effort.

In order to succeed, a game must work on as many machines as possible. It must be fast on any machine, run in as little memory as possible, use minimal disk space, be written in a hurry, and still be fun. Obviously, some of these goals conflict. It is our job, in conversion houses, to make the right tradeoffs. A game must work with every model of clone PC, clone video card (in any of a half dozen different modes), and clone joystick adapter. One mistake can mean a lot of phone support.

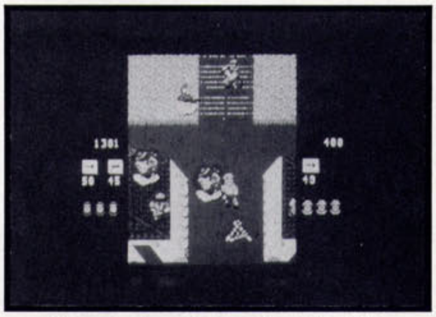
How Do You Make It Fast?

It is possible to write a conversion in a low-level machine language, but that usually takes too much programming time. Most of the time, we use the C language, writing only the graphics code in machine language because it must be so fast. Clever use of big data tables can speed a game up a lot, eating up memory in the process. The data tables are often worth the trouble, though. Our goal is to push beyond current quality levels and set new standards. We achieve new highs by applying dozens of such optimization techniques in every product.

Ikari Warriors is a rare game, written by a programmer who was skilled enough to cram the entire game into low-level code and still turn out a reliable product. The result is very fast and smooth, but, internally, it is a maze. Speed is gained at the expense of maintainability and portability to other machines. *Karnov* is almost entirely written in C. It had to be. The code for the game fills several IBM diskettes, not even counting the graphics data. It was also intended to be moved to the Atari ST, an impossible task if it were written in IBM machine language. Graphics are handled by a special machine language program which plays tricks on some rather large tables.



Screen Shot From Ikari Warriors



Screen Shot From Guerilla War

How Do You Make It Small?

Machine language is optimal for this because it is usually smaller than C code, but it does have the problems mentioned earlier. One popular technique is to compress some data, but that makes the game run slower. It is also possible to break up the game and bring in only a small piece at a time from the disk, too. This is how *Ikari Warriors* does it. The arcade game never stops, but the IBM PC version pauses at several points to load data. It also compresses data very heavily, but only decompresses when loading so that the game is not affected when it is being played. It also does tricks with the memory in the video card to save space. The result is a game than runs in only 256K on most machines, yet does a full vertical scroll.

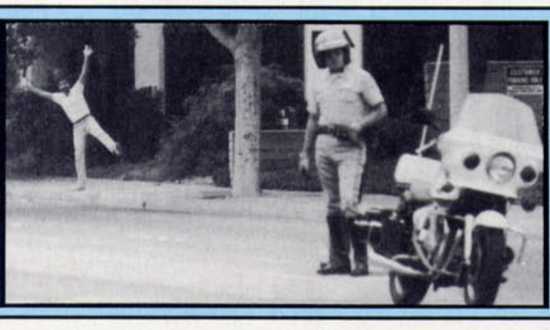
What Are Some Other Problems?

One could also consider some other typical problems involved in converting a coin-op design to the PC environment.

(Continued on page 62)

Boy, Are Our Faces Red!

While we thought our Art Director, VinceDeNardo was checking screen shots for the Stealth Mission article in the Dec. '88 issue, pgs. 14 &16, he instead was out participating in his favorite pastime, flaunting authority. Therefore, we apologize because a photo of Microprose's Project Stealth Fighter appeared in the review of Sublogic's Stealth Mission. Mass firings will follow.





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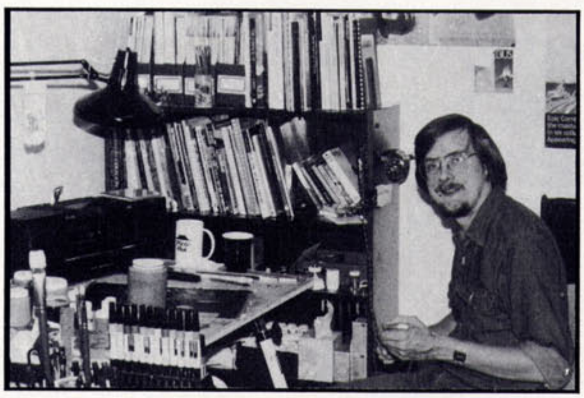
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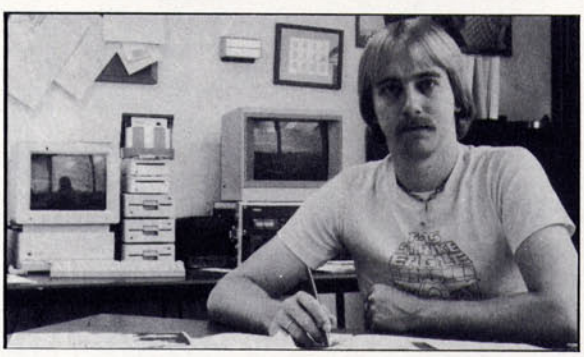
The Whirlwind Tour Inside the Entertainment Industry Continues











(Clockwise from upper left): Designers Stuart Marks (T.A.N.C.), Greg Malone (Moebius II), & Todd Porter (Knights of Legend) as portrayed on their F.B.I. flyers. Artist Denis Loubet hides his comics collection long enough to pose for CGW. Lord British, photographed after receiving the "ultimate" bill, the one for his Halloween party.

With the October issue the editorial staff of CGW began a tour of many of the software companies. The purpose of these visits and reports is to share the human story of the work environment and the people behind the scenes that produce the games and creativity tools we all enjoy. This issue, the story continues...

Origin of Worlds

Which entertainment software company has two separate headquarters in different parts of the country? What major software designer spent over ten thousand dollars of his own money in order to invite a whole city to his Halloween party? Which President and CEO of a software publisher has a former astronaut for a father? Which software designer uses the adverb, "ultimately," in nearly every conversation? What designer began his career under the pen name (pixel name?) of *Chuckles*?

The answers are: **Origin** (New Hampshire and Texas), Lord British (Richard Garriott), Robert Garriott, Lord British, and Chuck Bueche, respectively. CEO Robert Garriott seems determined to lead the company (primarily founded to produce designs by Lord British and former college roommate and **Sierra** colleague, Chuck Bueche) into a more aggressive publishing stance. Business decisions for the company are made in the staid New England environs of New Hampshire, while Lord British has assembled a creative team in Austin. The avowed goal of the company is to release as many titles in the current year as in the entire previous history of the company.

Richard (Lord British), in the meanwhile, is not only hard at work on *Ultima VI*, but is happily ensconced in Britannia Manor, his custom built home outside of Austin, Texas. As part of his Halloween bash, Richard turned both his swimming pool and spa into a creepy swamp and hired actors and actresses to play assorted diabolical roles over the course of the weekend. Not only is the house replete with secret passageways, a cave, and a wine cellar, but it offers an observatory, as well. It is comforting to know Lord British actually has a "castle."

Dallas Snell is Executive Producer. In this responsibility, he often shuttles back and forth between the company's corporate and creative headquarters. Previously, Dallas was with **Polarware**. One of Dallas' significant contributions to the company was the suggestion of hiring a full-time artist. Denis Loubet was hired shortly thereafter. He is a talented artist who not only executes much of the cover art for Origin products, but also did the introductory graphics for *Ultima V* and all the graphics for *Times of Lore*. Some of the Origin executives and members of the programming team were skeptical about hiring a full-time artist, but Dallas lobbied for one. Now, almost all of the designers/programmers want to use Denis' talents. In fact, Denis is so overbooked that the company has hired two more full-time artists and are now looking for another. The commitment to graphics excellence should lead to an across-the-board artistic standard for Origin's products.

In addition to an emphasis on fine graphics (always a delight in the Origin products), the company is making a serious effort in terms of sound. *Ultima V* on the Apple II, for example, supported a **MIDI** interface, as well as the venerable **Mockingboard**. Now, the company has

just released *Times of Lore* with a soundtrack by Martin Galway, a prominent British computer musician who happens to be the nephew of the famous flutist, James Galway.

If Lord British is having any trouble adjusting to the difference between being primarily a designer and being more of a designer/creative director, it doesn't show when he talks about the products under development by other designers. The successful designer unabashedly praises the interface in Chris Roberts' *Times of Lore*, the conversational features of Todd Porter's upcoming *Knights of Legend*, and the treatment of non-player characters in *Tangled Tales: The Misadventures of a Wizard's Apprentice* as being superior to those features in the *Ultima* series. He positively glows when he discusses the individualized portraits of villagers in *Moebius II*, the 3-D graphics and frame rate utilized in *Space Rogue*, and the potential for multi-player competition in *T.A.N.C.*, a cybertank game where players will design their own fighting vehicles. Together, both wings of the company are working to underscore their corporate name with a well-deserved reputation for offering new beginnings. As the company's promotional slogan says, "Others write software, we create worlds."

The Eye of the Dragon

Contrary to appearances, **Strategic Simulations, Inc.** has not become a one product line company. In fact, the company plans to continue to release the same number (or more) of wargame releases each year as in the past. Nevertheless, there is certainly a lot of excitement in their Mountain View headquarters over the success of their *Advanced Dungeons & Dragons™* products. In fact, the early reports on *Pool of Radiance* seem to indicate that President Joel Billings has rolled the dice and won big in the licensing agreement with **TSR, Inc.**

SSI has always offered a catalog full of titles. Prior to the advent of the *AD&D™* line, however, the company had not really experienced the kind of big volume mega-hit associated with other publishers. Now, the company has great expectations in terms of expanded distribution, future products, and anticipated profits. Unlike some licenses, SSI hedged their bet in the TSR deal. Instead of relying upon one product to make or break the profit potential of the deal, SSI has a multi-year pact to create as many *AD&D™* and *Dragonlance™* products during that period of time as they perceive to be profitable.

In spite of the expanded growth potential, however, the company has not forgotten that it is their loyal customer base that has gotten them where they are. Customer Support has long been a watchword at SSI. In the early days, disk drive misalignment would often cause the company to run through as many as ten different disk replacements in order to solve a problem. Most of these problems were associated with a copy protection that the company has since abandoned, but it shows the lengths the company goes to in trying to keep its customers satisfied.

Carole Johnson is the person in charge of SSI's Customer Support Department. Everything related to disk replacement, technical support, or game availability is eventually referred to customer support personnel. SSI is rather interesting in the way they staff this important department. Everyone at SSI who works in this area, also works somewhere else at SSI in another category. The company encourages employees to play SSI games and be familiar with them and, to no one's great surprise, *Pool of Radiance* is the most widely played game within the company in SSI's history.

The "hot line" which handles both technical support and game hints has two different lines. One line is monitored 40 hours per week and the other supplements it with an additional 24 hours of service. SSI fans who call the hot line will most likely speak to Bonnie Brors, Kathy Beccia, or Janet Jackson. Game hints are an important part of the hot line's function and developers are required to provide the customer support personnel with a hint sheet folder before the product is even finalized. Hot line personnel add specific answers and notes as they both play the games and receive answers to particular questions and problems.

We asked Carole Johnson what the most humorous call she could remember receiving was. She thought it was probably the time an irate father called up and a little girl could be heard crying in the background. It happened that the man's two year old daughter had attempted to flush a disk down the toilet. The man had managed to unstop the plumbing, but called at the height of his frustration to ask SSI to replace the disk without his having to mail the (yecch!) disk in. Carole went against the company's strict replacement policy and sent a disk out immediately. "Please sir," she pleaded, "spare the child. We'll send the disk!."

Since Carole also handles the company's complaint department, we asked what kinds of complaints SSI receives. One of the most interesting to us was the fact that many fundamentalist

"Christians" complained because groups in *Roadwar 2000* encountered bands of Satanists. Other complaints have centered on more common differences of opinion such as the company's support or non-support for various machines or choice of subject matter for games. Asked how she handles these kinds of complaints, Carole responded, "A lot of times, you have to do a lot of listening and not a lot of talking." That sounds like good advice in any job.







(l to r): Louis Saekow points out amazing similarities between Typhoon of Steel art and Van Gogh's Starry Night. Rare, allegedly unretouched photo of SSI CEO Joel Billings complete with coat & tie. Carole Johnson takes a break from the grueling task of answering customer complaints. (Below): SSI's shipping dept. building units. "Has anyone seen my BMW keys?"



There is another element about SSI that has always seemed impressive. The packaging is almost always exceptional. SSI doesn't have an in-house department to design those boxes. Instead, the company retains the services of the **Louis Saekow Design** studio. Louis has a clientele that is almost exclusively "high tech" corporations in the Silicon Valley area and of that clientele, 30-35% of his work is concentrated on SSI products. Louis even did work for *CGW* during one of our early subscription campaigns.

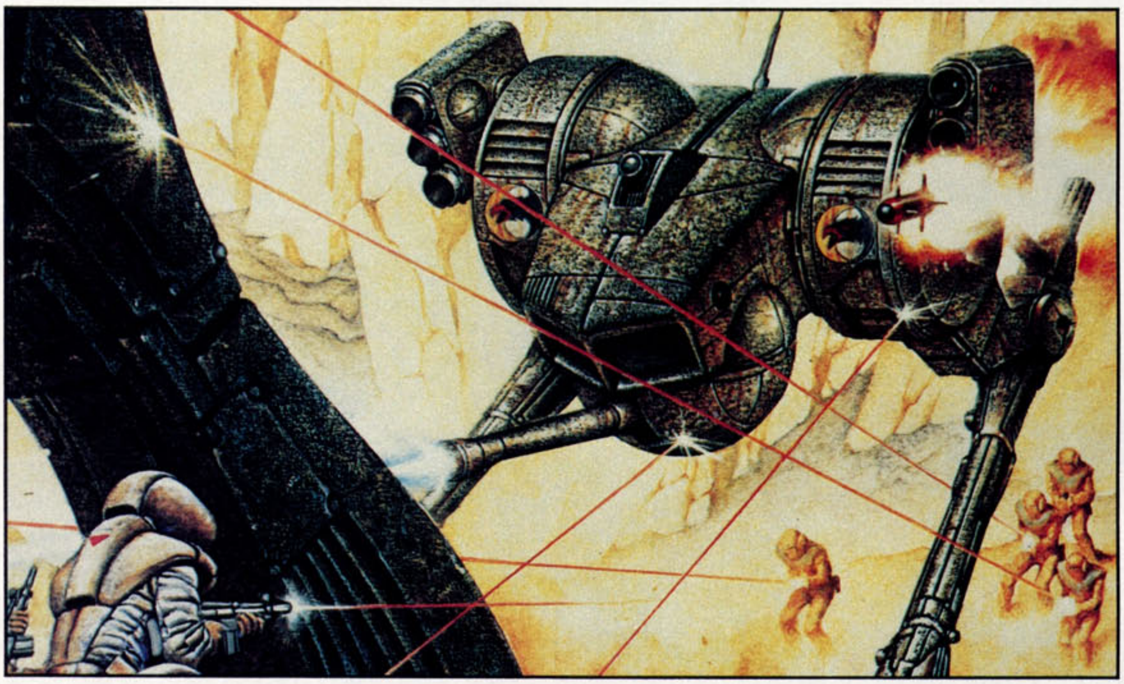
One fact is certain. With SSI's bold venture into the world of licensing and their affiliated label deal with **Electronic Arts**, the company can no longer be reckoned as a "Forgotten Realm" of software publishers which caters to a narrow interest group. SSI is spreading its wings on a grand . . . er, ah . . . "scale."


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Mech Wrecks

Infocom's "Battletech"

by Vince DeNardo



Time stood still as Jason waited for the acid stench of melting metal to reach his nostrils. His 25 ton Battlemech had taken three direct hits from the enemy's Jenner-class medium lasers. Their concentrated energy was enough to burn through any amount of shielding, even the massive amounts Jason had added on to the mech's chassis back at the Mechit Lube in Starport. The question now was whether he would live long enough to return to Starport and repair the metal monster.

"Moving would probably be a good idea", he thought. Kicking in the jump jets, he got the mech running toward a patch of forest ahead on the left. Just as he made the tree line, burning cinders hit the windscreen causing a shower of sparks to momentarily blanket the main viewport.

"Great!", he thought out loud, jumping momentarily at the sound of his own voice. "Now I'm running blind. All I need now is to find out I'm up against more than one of those Kuritan rattletraps."

Battletech from **Infocom** affords players the opportunity to control the massive megaton fighting machines of the future in an adventure quest set on a distant planet. Designed by **Westwood Associates** and based on the *Battletech* world from **FASA**, both companies have taken care to keep *The Crescent Hawk's Inception* consistent with the characters and universe of the novels and paper and pen game. This is one of the first entries in Infocom's new series of graphic adventures. This is not a typical Infocom adventure game, though. It is a role-playing game set more in the style of the *Ultima* series, but using the basics of the *Battletech* combat system.

TITLE:	Battletech: The Crescent Hawk's Inception
SYSTEMS:	IBM (with CGA, EGA MCGA, VGA or Tandy)
# PLAYERS:	1
PRICE:	$49.95
DESIGNERS:	Westwood Associates
PUBLISHER:	Infocom Cambridge, MA

The player starts off as Jason Youngblood, son of the great Mech Warrior Jeremiah Youngblood, who has mysteriously disappeared while on a mission of top secrecy. Jason is about to begin his basic training which will ultimately qualify him to be a Mech Warrior in his own rite, and the player takes up the game as Jason starts school. Training in the compound takes the place of a series of missions which acclimate you to the mech environment.

The sound of the pursuing Jenner rose in pitch as it drew closer to Jason's starboard. Fortunately, the trees he was brushing aside and knocking over worked better than the blown out windscreen wipers that were dangling uselessly from the wrecked cockpit frame. Unfortunately, the view Jason was now afforded was of a second approaching Kuritan Locust that was training both machineguns and its torso-mounted medium laser at the already exposed intercooler.

Punching the fire button, Jason poured all the remaining firepower he could muster into the rapidly approaching mech. Once again his viewport was covered with smoke and ash, but this time it was from the Kuritan slagheap that used to be in front of him.

"Gotcha, you wimpy, bucket of bolts!" he shouted, as once again his Commando was rocked by a direct, rear hit from the still pursuing Jenner. "Right", he thought, "I almost forgot about that one." Turning the Commando to the right, the enemy Jenner loomed out of the smoke and darkness and filled Jason's viewscreen. Silence settled over the newly formed clearing as the Commando and Jenner stood face to face. Ancient gladiatorial combat was being refought 3000 years later, with newer and deadlier weapons. Times had changed, but man had not. Jason reached for the blood-red fire button as

the silky soft whisper of his damage control system announced the fact that excessive heat-buildup would prevent any further functions . . . and his cockpit door was ajar.

"Thank you, and have a nice millenia." The sound of the computer faded away as Jason frantically scanned his readouts. Slowly, he raised his gaze to meet that of the Kuritan pilot who was now focusing his weaponry for the final blast. It was then that Jason Youngblood heard what he thought were the last words he would ever hear. Smiling, he realized what they meant. Above the sound of static coming from his audio receiver, he heard the words in Kuritan, "Thank you, and have a nice millenia."

Maybe it wouldn't be such a bad day after all.

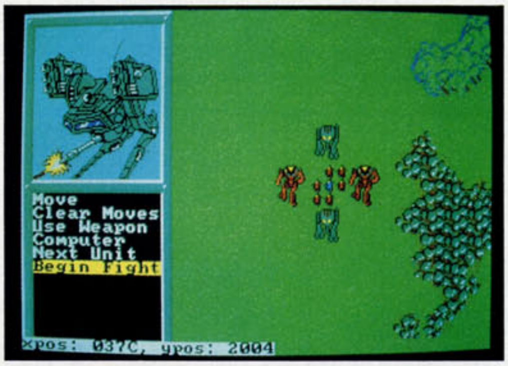
First, you learn how to get where you want to go ASAP, then you graduate to maneuverability and finally to the proper operation of the metal monsters in combat against one, and then multiple opponents. In between missions, you have the opportunity to acquire armor, weapons, and a variety of combat and mech-related skills. There is medical training available and a tech school is there to help you brush up on Repair 101. All of these skills are valuable as you'll be using them as you explore the world of Pacifica.

Money is received in the form of an allowance, and it's possible to invest it wisely on the stock exchange and make a handsome profit. You'll need the profits because armor, weapons and skills don't come cheaply. Once you learn a skill, there are multiple levels of improvement, so it pays to spend a lot of time between mech training wandering around, and building up capital. Picking the right stock isn't very difficult and soon your portfolio will be looking pretty good.

After a while though, the compound gets to be somewhat claustrophobic, and you just itch to get out into the world and try and find out what happened to Dad. About this time, there is an enemy invasion at the citadel that destroys all the buildings and most of the people. You're left with whatever weapons and armor you have on your person and the knowledge that you have to make it to the Starport to find out if civilization still exists. Fortunately, there's a map that gives you the general direction and off you go. I would strongly advise carrying an "Inferno" with you for protection. Designed to be used like a bazooka against battlemechs, an "Inferno" makes a dandy anti-personnel weapon and comes with an inexhaustible supply of ammo, definitely a plus!

Starport has a wonderful place where you'll be spending a lot of time: it's called the Arena, the training ground for mech warriors. This time there is the added incentive of winning money. Of course, should you lose . . . well, a hot-shot warrior like you won't get caught with your viewscreens down, right?

Starport is also where you get the first additions to your party. Up to six members can be in your party at any one time and you'll need several of them to solve problems in the end game. These party members can also be trained in different skills so you'll be sending guys to school for refresher courses on a regular basis. Beware, though, some of the agents you recruit might be doubles, so keep an eye on them closely at first. As you explore more of Pacifica it's possible to pick up mechs and once you get your first one, you're well on your way to establishing your reputation. You can have many mechs in your party but it's also possible to win with only one. The mechs only have room for two passengers, so the extra party members are forced to walk. By having an extra pilot walking or co-piloting, though, you increase your ability to scavenge useable mechs you've defeated in combat. I got more pleasure out of melting those rattletraps into molten slag, so my extra party members had to keep buying new shoes every town or so. Whatever turns you on.





Finally after much exploration and many combats you'll get to where you need to be for the final solution. If you've got the right mix of party members and skill levels you should be able to proceed to the end-game. Upon successful completion of your mission you find out that there will be a sequel and you'll be transferring characters and possessions into the next game.

The story line is rigidly linear and characters have a number of places they need to go to proceed to the next phase of the game. The freedom in the game is centered around the individual battles and the tactics that each player will develop. The battles are what BattleTech is all about. In mech combat, players have the options to walk, run and jump, making it harder to be hit, and if close enough to an enemy, they can physically kick him, doing a variety of damage. The informational readouts allow you to scan an enemy for location and weaponry, and allow you to scan your own machine. This is a good idea because heat buildup can cause your perfect fighting machine to "freeze up" at the most inopportune times. Discretion is still the better part of valor, even in the future, so fleeing is an option, although "real men" know it's only viable for wimps. Each mech comes with a variety of weapons and it's possible to upgrade them at different speed shops.

The graphics are excellent. During combat, and also during parts of the story, there are outtakes done in the style of Japanimation (animated cartoon features based on Japanese Comic Books). They are outstanding, though they do slow down the fighting.

According to **Infocom**, the game is designed for the 13 to 19 year old market and we agree. It could also be used to introduce younger kids into role-playing on the computer. *BattleTech* is made to be solved in about 35 hours, but it can easily be finished in around 20. It depends on how much fighting you want to do. The game is really a combat game with some story lines wrapped around. It's a good game, but definitely for beginning to low intermediate players. It could be a great bridge to bringing new players into the computer field. I'd like to see the sequel add a great deal of complexity and flesh out the many concepts touched upon in this game. Infocom has a great framework here. They should be able to get a lot of mileage out of it in the future.

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(Continued from page 16)

The Plane That "Wasn't" There

F-19 is the exception; it flies alone, relying on stealth and subtlety instead of brute force. Not since 1916 have fighter pilots gone off alone to duel the enemy. Now that bygone era of the lone wolf hero is possible again, in a very modern, high-tech environment.

- Rulebook page 174 .

F-19 Stealth Fighter is a simulation of air combat in the Lockheed F-19 single seat "Frisbee" Fighter. Sources who "can neither confirm nor deny" their involvement with projects like the F-19 say that the product "seems to be an accurate portrayal" of certain current high-tech combat environments. (Don't you just love high-tech vague-speak?).

In *F-19* you will fly missions in four different theaters of operation: Libya, Persian Gulf, North Cape, and Central Europe. Libya tends to be the training ground for the increasing difficult Gulf, Cape, and European theaters. Some amazing coincidences to history occurred to me in Libyan and Persian Gulf missions. On one bombing run into Libya I missed my assigned target and leveled a small adjacent village. Memories of the U.S. raid on Libya in 1986 came rushing back to me.

In a Persian Gulf scenario I fired two AMRAAMS (air-to-air fire-and-forget missiles) at an enemy An-72 air transport. The missiles lost their lock on the transport and acquired a civilian Boeing 767 which was subsequently destroyed! I felt genuine shock! The game had so engaged me that I felt like I was actually there and got sweaty palms and a weak stomach from having downed a civilian airliner.

One of the most exciting scenes in Tom Clancy's novel "Red Storm Rising" is the scenario where F-19's penetrate behind enemy lines in Western Europe and take out five Russian Mainstay "AWAC" radar planes, thus preparing the way for one hundred low level attack fighters to attack a variety of targets in Eastern Europe. It's an exciting sequence in the book. I've been waiting for that mission to come up in F-19. It hasn't come up yet, but I still have hope. Nevertheless, there are a sizable number of primary and secondary missions available in each of the theaters. You select whether you want an air-to-air mission or a strike mission against ground targets. The computer then assigns you specific targets.

You will learn how to bomb using free-fall bombs (dive bombing and level bombing), retarded bombs (low-level bombing) glide bombs (toss bombing) and conduct air-to-air attacks using fire-and-forget missiles such as the "Sidewinder" and AMRAAMs, as well as air-to-ground missiles such as the Harpoon, HARM, and Maverick missiles. You will learn how to avoid missile attacks using not only hardware such as chaff, flares, ECM, IR Jamming, and decoys, but also by maneuvering (you can "turn inside" a missile if you know what you are doing up there).

Note that I say you "learn" to do these things. The program is almost a trainer for the real thing. To master this program you are going to have to do your homework. The documentation includes tutorials on aerodynamics and flight principles, radar, stealth technology, air-to-ground tactics, and air-to-air tactics.

Speaking of the documentation, I can sum it up in one word: "Wow!" (you can quote me on that). Weighing a full pound, the perfect-bound 192-page glossy manual tells you everything you wanted to know about stealth fighters, but didn't know you could ask!

The graphics and animation are stunning, to say the least. Hendrick does an excellent job of describing how graphics in F-19 stand apart from other programs:

When you look at a flight simulator, the first thing to check is the detail and fidelity of the 3-D out-the-cockpit graphics. Many "simulators" use arcade-style sprite graphics. They move a picture of the object around the screen. There are three (or four, or whatever) sizes of each picture, to give the impression of depth; but it's still really a two-dimensional cardboard cutout sliding around he screen. In comparison, a true simulator like F-19 Stealth Fighter has a data record of each object's dimensions, and then adjusts if for distance and viewing angle, as well as removing objects hidden behind others.

- Rulebook page 174.

Microprose has coupled hot graphics with new perspectives of the game action. In TactiVue both you and the enemy are kept in sight on the screen (i.e. your plane appears in the foreground and the enemy in the background, or vice-versa. This view gives you a solid perspective on where you are in relationship to the enemy. A very nice touch. SlotVue gives you an "in the slot" look from behind and above your plane (helpful on landings).

For all its splendor, F-19 is not without its rough edges. Arnold Hendrick did an outstanding job with the documentation, but in a number of locations where the text refers to information elsewhere in the manual we are told to turn to pages 00. Page 00 is the location we writers refer to when writing the original draft of a document and do not know just *where* "page 00" will be when typeset and laid-out. When the manual was laid-out Microprose obviously did not do a final proof read and insert the appropriate pages. However, the problem is minor and with a little searching you will find the information you need.

As mentioned above, on one mission I accidently shot down a civilian Boeing 767. I was shocked when during the debriefing following this mission, I not only got a high score (because of accomplishing both my primary and secondary missions), but was awarded the Distinguished Flying Cross and given a promotion as well! The only negative impact for shooting down the civilian plane was a *small* reduction of my score and a single comment that a friendly nation filed a strong protest against the U.S.'s action in destroying a civilian plane. When I asked Sid Meier about this he said (tongue firmly planted in his cheek) "Well, the 767 was on a training flight; no passengers were on board". Right, Sid! Give us something better than that! OK, he did. Meier said that they chose not to make the penalty for downing a civilian liner harsh because it would be discouraging to the new pilot to have his character grounded in that fashion. To their credit, Microprose has always been sensitive to making their detailed games "friendly" to the beginner. Microprose's successful sales record and high game ratings by our readers vindicates this philosophy. On the question of downing civilian aircraft, however, it just doesn't work. Beyond the ethical question, we feel that a strong negative reaction to shooting down a civilian aircraft would make the game more realistic. Accidently shooting down a Boeing 767 should be a real concern to players of the game, just as it is real pilots and sailors.

F-19 Stealth Fighter is a must buy for every IBM computer wargamer. In our November issue (CGW #53) we sang the praises of another IBM flight combat simulator, *Battlehawks 1942* from *Lucasfilm Games*. We even said that Battlehawks would be a serious contender for next year's CGW Action Game of the Year Award. Battlehawks now has a very worthy competitor for that award in *F-19 Stealth Fighter*. Stay tuned!

Galactus Revivus

Strategy for SSG's "Reach for the Stars"

by James D. Hornfischer

So, you've mastered the original *Reach for the Stars*. You conquer the galaxy at will, bust planets like melons, and are convinced that the computer opponents don't know their bits from their bytes. Where to now?

That's a typical situation with most games. Thanks to **SSG**'s continued interest in their flagship product, *Reach for the Stars* is an exception to the rule. The third edition, with its advanced rules and lethal computer-played "enhanced veterans," will test the mettle of the wiliest galactic tyrants.

The introduction of navigational technology has essentially altered the scale of the game, profoundly affecting strategy. Under the advanced rules, you may venture only three hexes from a settled system. Appropriate investments in navigational technology can extend the navigation range to as many as five hexes.

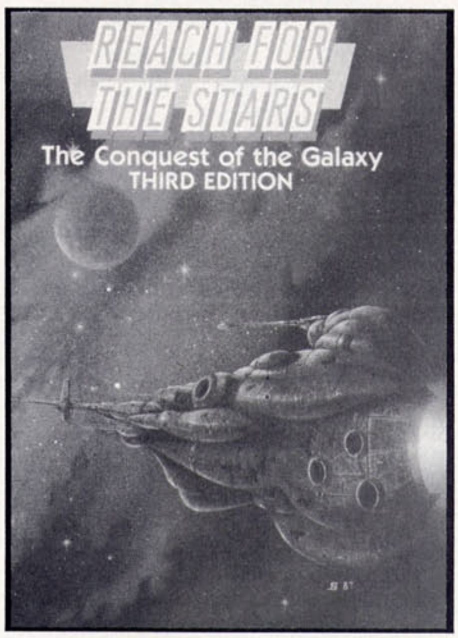
With only a few of the 54 systems immediately reachable, the vastness of the galaxy becomes truly palpable and the game better lives up to its name. No longer is it sufficient merely to dispatch scouts throughout a fully charted universe and pound whomever you find first. Without scouts, you expand slowly, groping blindly among the scattered systems. The urgency to explore and colonize heightens wonderfully the sense of frontiersmanship. First contact comes as an exciting moment indeed.

Shrinking the size of explored space in this manner places a premium on rapid colonization. It is more plausible, of course, that fledgling empires would develop slowly rather than launch cross-galaxy raids on enemy colonies early in the game, as is both possible and probable in the original release. Realism aside, however, the implications for strategy are profound, doubly so with the advanced rules' higher resource point (RP) costs for production and maintenance.

The Economics of Conquest

In the basic game's Gross Planetary Product (GPP) formula, population is an RP-neutral variable. Although the formula generated one RP per unit of population, it cost one RP each turn to support those folks, thus negating their contribution. A planet's net RP value relied solely upon industry and social level. Population was useful only in supplying colonists and generating victory points.

Life isn't so simple under the advanced rules. This is a result, perhaps, of the laziness and complaisance that accompanies a high quality of life. Therefore, the per



TITLE:	Reach for the Stars (3rd Edition)
SYSTEMS:	Amiga, Apple II, IIGS, C-64/128 IBM, Macintosh
# PLAYERS:	1-4
PRICE:	$45.00
DESIGNERS:	Roger Keating and Ian Trout
PUBLISHER:	Strategic Studies Group Walnut Creek, CA

capital allocation of RPs is two for populations with social environments between 61 and 75; three for a planet with social environment between 76 and 90; and four for those with a social environment above 90. Though the GPP formula doesn't show it, the higher the social environment, the more draining a large population will be on a planet's economy (see Figure 1). Forget Gross Planetary Product. While a high social environment will improve your GPP, the bottom line requires *net* resource points.

Bear this in mind when colonizing your first planet. It is important to pump up a new world's social environment to a habitable 40 as rapidly as possible. When you surpass that, the population begins to grow. Resist, however, the temptation to spoil your off-worlders or the cost to sustain them will rise. Raise the social environment *only* when industrial capacity is reached and further development is impossible.

Since a new colony will not be able to provide for itself initially, have the homeworlders sacrifice for the pioneers during the turn prior to planetfall. Their savings will go to the global RP fund and earn 6.25 percent interest. With 100 RPs in the bank, you can improve the social environment of the colony by the maximum 25 points the next turn and make successful colonization possible with as few transports as the system allows—probably, a minimum of 15. Save a little more than that to build a few units of industry. If this is not accomplished, the zero in the GPP formula will keep that colony in the stone age.

Building industry is safe. High industry levels have no detrimental effects. Moreover, since industry level determines a planet's starship construction capacity, this variable will have a lot to say about how well you match up against enemy fleets. There is a "Catch-22," however. Population size limits the rate of industrial growth. Each turn, you can build no more than one industry on a given planet for every two population points. Remember also that the GPP formula multiplies industry by social environment. Industrial productivity is, therefore, a function of social environment. Simple algebra will then demonstrate that a new unit of industry will generate S/8 RPs.

Highly developed social environments make possible a phenomenon called "planetary improvement." Planets with social environments of 80 or more will intermittently see their maximum industrial capacities grow, offsetting in the long run the higher population maintenance cost an 80 social environment incurs. The social environment may rise to 90 before that cost rises again, though, so 90 is the practical maximum.

Planetary improvement also increases a planet's population capacity. Considering the fact that only one eighth of a planet's population may be boarded onto transports on a given turn, it is eventually

critical to have large populations. This is true, high maintenance costs notwithstanding. Once the battle lines are drawn, you will need lots of transports in order to seize enemy planets and recapture those you lose.

Beating the "Enhanced Veterans"

Victory points come four ways: economic development, starship battles, planetary conquest, and colony destruction. The advanced rules allow you to assign multipliers to whatever objectives you wish to emphasize. Which category you stress and how you exploit that choice is the secret to beating the vaunted enhanced veterans.

The safest strategy is to put a 100 percent (or 4) multiplier on development victory points. Those you can bank on receiving every turn. By developing rapidly enough, you can usually defeat even the most ruthless veteran opponent in short games of 50 turns or less, no matter how many points they score by other means. It is not a pretty victory. Cashing in by bashing planets is certainly more viscerally satisfying. Nevertheless, a victory is a victory and once your development generates more RPs than you know what to do with, you can go all out building a fleet to repel the aggressive computer opponents.

Victory by any of the three modes of combat requires investments in navigational technology (to venture forth from the home planet and locate enemies), warships, and ship technology (high-tech, faster vessels strike faster and spend less time cruising uselessly in hyperspace). Still, it is risky to emphasize colony destruction, for example, when it is possible to play a game without even finding a colony to destroy. Under the advanced rules, locating the enemy entails luck and striking his planets when his main fleet is

(Continued on page 44)

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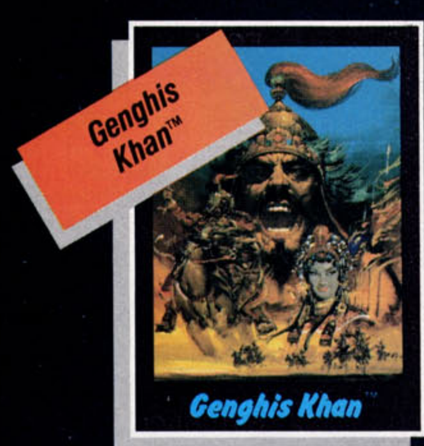
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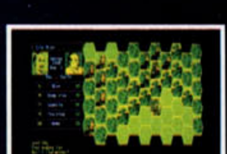
UNITE FEUDAL JAPAN



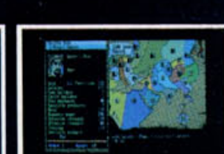
CONTROL ANCIENT CHINA



CONQUESTS OF LOVE AND WAR





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(Continued from page 42)

Galactus Revivus

out will entail more luck. If you seek to engage the enemy in combat, minimize the risk of wasting resources on a large fleet by playing a long game.

Investments in navigational, ship, and industrial technologies are best made over the long haul. Should you suddenly need a crash research and development program, however, here is a good strategy. During production, have your wealthy planets save 100 RPs in the global RP fund for each underdeveloped colony you have. This allows the minor settlements to spend RPs *for* your powerful planets, which are otherwise limited to 100 RPs or R&D expenditures per turn.

In the end sum, you will need a lot of everything to beat the enhanced veterans—population from which to recruit colonists and marines; industry to build warships and transports; social environment to accelerate industrialization; and navigational, industrial, and ship technologies to compete in the ceaseless arms race. Priorities need to be set early, though. They are: 1) Colonization, 2) Industrialization, 3) Exploration, and 4) Militarization. The astute player will have gathered by this point that it is not necessarily the flashy admiral who wins as often as it is the scrupulous accountant. With these general guidelines and a little luck, you should be able to win your share of games and appreciate the true challenge the advanced rules offer.

The Hidden Costs of Living

Gross Planetary Product
$= P + 1/8\ (I * S)$

Net Planetary Product =
$1/8\ (I * S)$
for $S < 61$

$1/8\ (I * S) - P$
for $S = 61$ to 75

$1/8\ (I * S) - 2P$
for $S = 76$ to 90

$1/8\ (I * S) - 3P$
for $S = 90$

P = Population
I=Industry
S=Social Environment

High Social Environments are costly. Each increment of 15 alters the Net Planetary Product formula as shown. Large Populations and High Social Environments become necessary in the long run, but for young colonies, they are disastrous.

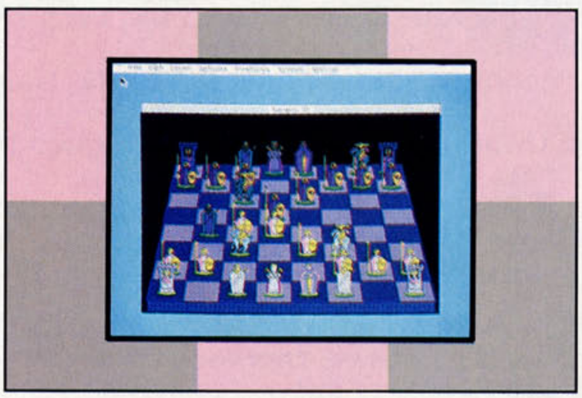
Note: Because of an anomaly in the program, the GPP formula does not calculate with 100 percent accuracy.

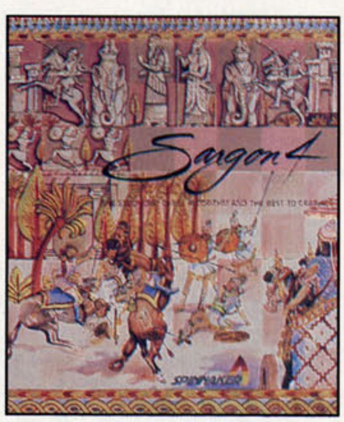
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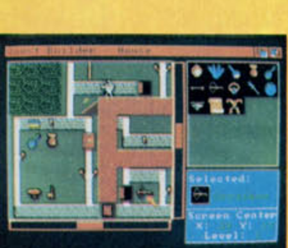
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PALADIN

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(Continued from page 26)

OCEAN RANGER

cannot sit and wait in awe and admiration while a missile zooms in to destroy an enemy. Instead, they need to be telling the TADS to find a new target, before the potential target finds them.

At times, the battle situation will become confusing. Targets will fill the threatboard and even the quickest and most experienced player will become confused. That is a good time to fire off some chaff. Chaff rockets will confuse enemy missiles and give players a moment to make some quick tactical decisions.

Even the best captain, however, will likely find his ship damaged in hostile waters at some time or other. The best procedure under these conditions is to head out to open sea. Then, should no immediate enemy be present in the vicinity, come to a full stop and allow the maintenance crews time to do their thing. Even if one must return to base, it is wise to try and find a "safe" zone and attempt repairs so that one might be prepared to encounter the enemy on the return trip.

Promotion Eligibility List (Role-playing Mechanics)

Completing missions is only a secondary goal of the game. The real goal is for your captain to live through his terms of service and reach retirement. This is *not* an easy task. The captain can be killed in action, listed as missing in action, or taken as a prisoner of war. Unlike many M.I.A.s, however, the player's captain can be found if the player can successfully complete three CIA level missions in a row. Prisoners of war are considered rescued if players can successfully complete three very difficult National Security Council missions in a row.

After-Action Report (Recommendations)

While *Ocean Ranger* should by no means be considered a "serious" wartime simulation, it can certainly be considered "serious" fun. It is challenging, fast-paced, and graphically interesting. Every mission is full of different encounters and objectives with lots of "bang for the buck.". *Ocean Ranger* should provide hours of exciting naval action for courageous computer captains.

Scorpion's Tale

Sierra's "Leisure Suit Larry II"

Warning: Although "The Scorpion's Tale" is a warm and comfortable tavern of the mind with a nice cozy fire of vibrant images, our resident storyteller conjures up illuminating hints about games. If the gentle reader eschews hints, let him beware!

It's midwinter again, that time of year when all the good holidays are over (sigh), and those long, dark nights stretch out in front of us. The sort of time when some people (not me, tho!) yearn for warmer places and fairer climes. So, have a seat by the fire while Fred makes you a strong one and we'll see about getting you off on a trip to sunshine and summer fun.

Leisure Larry II, "Looking For Love (In All The Wrong Places)", is the sequel to "Land Of The Lounge Lizards." However, unlike the previous game, the emphasis here is more on low comedy than sex. This time around, Larry is really looking for true love rather than a quickie or two.

Larry II is a very linear game. You go from one area (with a small set of locations) to another and each such passage is *permanent*. Once you leave an area, there is no way back. So, it's wise to have a few save games for each area, just in case you miss something.

The disks are not copy-protected and can be loaded easily to the hard disk. However, don't lose the manual. Inside, on various pages, are pictures of women and their phone numbers. Each time the game is booted, one of these pictures is displayed on the screen and you must enter the correct phone number.

Those who have played Lounge Lizards will remember Eve. Well, Larry and Eve didn't quite hit it off after all. In fact, the game begins with Larry broke and on the street in front of Eve's house in Los Angeles. Right off, you get the feeling this isn't one of Larry's better days. That's the right feeling.

If you want to get off to a quick start, read the mini-walkthru in the back of the manual. This way, you (or Larry) will, at least, have a dollar.

Not much, but enough to buy a Luck-O Buck-O lottery ticket. This could be Larry's big chance to gain fame and fortune, or, at least, some ready cash. Then again, maybe not. You can just bet that none of Larry's numbers will be the right ones (but what can you expect from someone ranked as a dweeb, jerk, lame- o, and other wonderful things?).

Then again, people who are desperate (like Larry), are sometimes tempted to, shall we say, stretch things a bit. Maybe more than a bit. Maybe even a lot. All it takes is poor vision and less brains.

In no time at all, Larry finds himself on that well-known TV program, The Dating Connection (if you want to know how this happens, you'll just have to play the



game..grin), as the "token intellectual."

This part of the game is very much automatic. You just sit through all of what happens, except for a couple of parts where Larry answers the questions of Barbara Bimbo, the lovely bachelorette. I advise saving the game after the Dating Connection part is done, because few (if any) in their right minds would want to go through it a second time (or even a first, but there's no way around that).

What do you know . . . the lovely Barbara has chosen bachelor number two. Two? Hey, that's you, Larry Laffer! Wow! You've just won a month-long, all-expenses paid cruise with the lovely Barbara as your companion! Gosh, could things finally be taking a turn for the better? (Naaaahhh!)

Still, it seems that way, because shortly after you've finished with the Dating Connection, you're hustled onto the set of the place you're supposed to be, the Luck-O Buck-O lottery program. Again, this is automatic. You get to watch as Larry spins the big wheel. Will his luck hold up?

Zowee!! Larry's just won the big one. I mean really *big*. I mean like the hostess sashays in and hands Larry a million-dollar bill. For starters. That's right, starters. He's just won a million dollars a month (or was that a week?) for life.

Hey Larry, snap out of it. You've got some shopping to do before the cruise ship leaves, and there isn't all that much time. There are plenty of stores around where you can start spending your money (and see how fast it goes), so get on with it. Except maybe the music store (when it finally opens). Nothing to buy here, but you get something anyway. just talk to the pretty clerk (so what if your Spanish is rusty...subtitles have been provided).

Gee, too bad Larry didn't see those subtitles. He has no idea what he's lugging around. Then again, maybe it's better for his peace of mind that he doesn't know the KGB and the agents of a mad scientist are both out to get him. However, *you* know, so it's up to you to see that poor dweeby Larry doesn't get into too much trouble (hah!).

Well, it's about time for Larry to board ship (he *does* have his passport, I hope). After the (somewhat overlong) pullout from the pier, the view changes to show the ship from the side, with (guess what) stairs. Yep, you just can't get away from climbing around.

Fortunately, getting up and down the stairs is simple and straightforward, just a little tedious. Take some time out to move around and see what's where. Your wonderful cabin, for instance. It would make a terrific walk-in closet; amazing how they managed to fit a bed in there. Of course you'll want to see where that other door leads . . . right into the next cabin, which is much nicer than yours. Also occupied by . . . *Mrs. Bimbo. Arrgh!* It's Barbara's mother! Noooooooo!!!

Yes! But wait . . . there's more! Mrs. Bimbo has her own little ways of (ahem) having a good time, which include the wearing of skimpy leather garments and high heel boots (we won't even mention the chains and other items tucked away in the closet). Better be real careful around this one, Larry.

After making a fast exit (escape?) from

the Bimbo cabin, you can go on to better places. The barber, for example. Maybe he can do something for your receding hairline. Then again, maybe not. At least, you have a terrific mop-wig for later on.

There's an onboard pool, too. Just the place to get a little tan or take a quick dip. Say Larry, that beautiful girl seems real interested in you. Perhaps, a little *too* interested. Isn't that just a trifle suspicious? Of course, Larry doesn't know what we do, so a word to the wise, etc.

Overall, the ship is a small place, and there is an item to be obtained from each location, except the bridge and the lifeboat. Of course, not everything is immediately evident.

Y'know, this cruise is turning out to be less of a dream and more of a nightmare, what with Mrs. Bimbo on the one hand and nasty secret agents on the other. This might be a good time to cut out for parts unknown. Just pray that you didn't overlook anything on the ship or back in Los Angeles, because this next part is totally automatic.

In other words, if you have what you need to survive, you'll survive automatically, although you do have to sit through a long animated sequence. There is one exception to this. One item must be used before you get too far away from the ship. Having it in your possession isn't good enough.

Anyway, in spite of everything, Larry manages to live through days alone at sea, finally washing up on a resort island. From the beach, there are three directions to move. I do *not* recommend going east at this time, although if you're curious, you can always save the game first and then, take a look. To the west is a nude beach. Interesting place, although there really isn't much to be seen (really).

Well, there is that girl on the rock, who seems (suspiciously) interested in Larry. Personally, I wouldn't go anywhere with her if I were you (and thank heaven I'm not!).

Now comes the nasty part. South of the entry beach is the jungle. Once in there, Larry goes on auto-pilot, wandering around looking for a way out. Eventually, he'll find one that leads to a restaurant. When he's done with that, he goes back to the jungle to wander again until he finds the guest room, the barbershop, and finally, once more to the beach.

The problem with this is that Larry has to go through the jungle a total of *eight* times (about seven too many). There is no way to avoid this ridiculous tedium. The first time is cute. After that, it becomes pointless.

However, there *is* something you need from the jungle, so pay attention on the first go-through. Movement keys won't work, but you *can* type in commands from the keyboard. Watch the screen carefully, but if you should miss the item, you have another seven chances to get it . . . lucky you).

The restaurant is a semi-automatic sequence, where patience will pay off eventually. The guest room has a couple of items you can pick up. You can, if you wish, try to sample the charms of the maid, but I'd save the game first. Larry might have some qualms about the resort barber. It's hard to trust someone who puts detergent on your hair, but this guy *seems* to know what he's doing. Zap! Larry's hair suddenly grows down to his shoulders and also turns blonde! We all know blondes have more fun (suuuuure).

Once out of the jungle (for the first time), Larry might want to check out the nude beach again. Hmm . . . someone left a bikini bottom here. Does Larry also have a top? Yes? Good! No? Guess who's gonna have to restore back to the ship?

And now, it's back into the bush for the second tour of the island establishments. Just back out of the restaurant; there's nothing to do here the second time around.

The guest room is another matter. What does Larry do here? Do I really need to tell you? C'mon, I know you took a peek at the right hand beach. You have to get past those agents, and sneaking just won't cut it.

Of course, Larry may not exactly be thrilled to make it past the KGB; not when he sees the narrow, winding trail across the cliffs. Careful, Larry, one slip and it's a long way down.

Whew! You made it across and there, by gosh, is the airport (I hope you're suitably attired). Also there, by gosh, are two KGBishna agents by the door. Peace and love, guys. Hare hare and all that jazz. The sixties live again (You remember the sixties, don't you? That's a hint, folks).

Once inside the airport, Larry can buy a ticket. Well, he could buy a ticket if the line he gets on decides to move. Of course, it only moves when he changes lines (what else?). Since this is getting you nowhere, a little exploration might be helpful.

Naturally, there's a barber shop. Maybe you can get a little trim here. By the way, that barber looks a trifle familiar. Haven't we seen her somewhere before? (Does KQ4 ring any bells?).

However, none of this has helped so far in getting a ticket (and I wouldn't try boarding the plane without one). At least, you can pass the time by snooping in other people's luggage. It's amazing what some folks take with them on a trip, isn't it?

After Larry finally gets his ticket, he may want to splurge a bit and purchase some flight insurance (the insurance turns out to be a parachute) and it would be wise not to ignore the "blue pate" (that's pate, not plate) special.

Finally, the boarding gate! After talking to the clerk at the counter, Larry can get on the plane. Naturally, he has no idea where it's bound, but what does that matter, as long as it's far away.

At least, he has a seat (A tiny one, but a seat nonetheless. Take a moment to look at it). Unfortunately, Larry's seat is right next to that of the plane bore. This guy is more than just boring, he's simply itching to try hair transplanting on a real live vic . . . ahem, customer.

Guess who he has in mind? Right! So you'll have to do something about this fairly soon. Changing seats won't work (there aren't any empty ones), and the second you stand up, the stewardesses block the aisle with drink carts. If you find yourself dying of brain damage a lot, you probably missed something back at the airport.

Once the bore is taken care of, it is a good idea to depart. The emergency exit is in the smoking section. You can't see it, but some trial and error should locate it for you. Of course, the door is locked, but that should be no problem for Larry unless he missed something else back at the airport.

Once Larry reaches the ground, he's in the jungle again. Fortunately, it's not the same jungle. Unfortunately, he will have to run an obstacle course before he can get out. The first thing to do is look around, and look at everything. I'm sure you don't want to see poor Larry carried off by killer bees. This is an easy one to get past, actually. The next is a little nastier. Hard to see, but definitely present, is a large and hungry snake waiting to drop down on Larry. Position and timing will rescue him, here.

Larry's not out of the jungle, yet, by any means. Now, he has to get across the quicksand patch. Since success calls for exact maneuvering, you may want to put the game speed down real low before trying to cross. If you look carefully at the screen, the path to follow should be apparent.

Only one more obstacle to go! Larry

could try wading through the water, but that's not a terrific idea. Save the game and try it once. Now that you know what to avoid, the question is how. I'm sure you already have at least a glimmering. You have seen a lot of jungle movies on the late show (right, Jane?).

Finally, on the beach past the jungle . . . true love at last! The real thing! Larry's found it at last!

Of course, there is this one little problem. Larry won't be able to marry his beloved until he performs a small, trivial task. Nothing much, just penetrating an impenetrable volcano and taking out that evil mastermind, the infamous Dr. Nonookie. Hey, after all Larry's been through, this should be a piece of cake (by the way, a lot of what happens from the beach onward is automatic again).

So here's Larry at the chasm. Of course, it might be a good idea to slip back to the village and poke around. You never know what might be needed up ahead (the woodcutter is not important).

After crossing the chasm (no turning back now, except via restore), there's a little matter of a glacier. Now, it's just a tad strange that this glacier is here, at pretty much ground level, under the hot tropical sun. But, whether it defies the laws of nature or not, you'll have to come up with a way past it.

Finally, Larry is at the top of the volcano. How odd to find an elevator here. Not surprisingly, there's no way to open it. On the other hand, a deep crevice is not too far away.

This is where things get a little silly. Larry should have three items with him. All are needed. This is also where the parser goes a little wacko and you have to use two items at once. That sounds cryptic, but when you're up there, it should become fairly obvious. However, the parser will not understand what you want to do when you try doing the obvious action. That's why I say you have to use two items at once (although, in fact, only one—the right one—is used). The other problem is to find the one spot where the command will, in fact, work.

After that, the rest is automatic. Larry ends up in Dr. Nonookie's place, removes him from the scene, calls in help, etc. etc. etc. This is rather a letdown. You'd expect, at the very least, a puzzle or two before Nonookie is defeated, but the whole thing chugs along with you as a mere spectator. True, the sequences are funny and well-done, but some of the pleasure of the game is lost for the sake of cute animations.

Well, it seems to be that time again. Remember, if you need help with an adventure game, you can reach me in the following ways:

On Delphi: stop by the GameSIG (under the Groups and Clubs menu). On GEnie: Visit the Games RoundTable (type Scorpia to reach the Games RT). On The Source: send SMail to ST1030. By US Mail: (If you live in the United States, you *must* include a self-addressed *stamped* envelope to receive a reply!): Scorpia, PO Box 338, Gracie Station, New York, NY 10028.

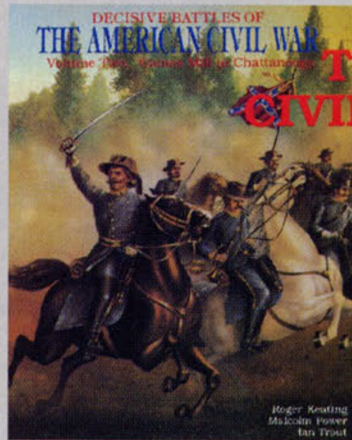
Until next time, happy adventuring!

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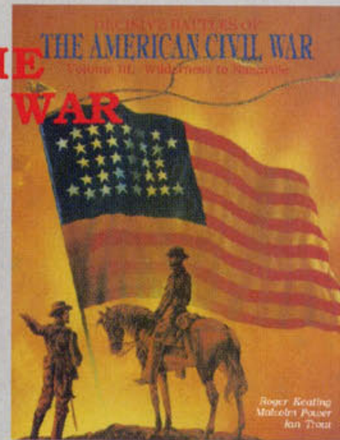
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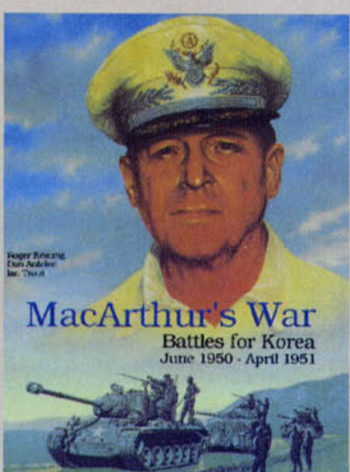
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Play Action Option

Two Football Simulations For Serious Fans

by James D. Hornfischer and Wyatt Lee

During the fall and early winter evenings, radio airwaves are full of sports talk shows in which callers and hosts discuss the latest games, personnel changes, injuries, matchups, individual performances, and futures of their favorite NFL teams. These armchair coaches and general managers always seem to have the answers. The programs described in this article give those fans and anyone else the opportunity to do more than talk about what they would do with their favorite NFL teams.

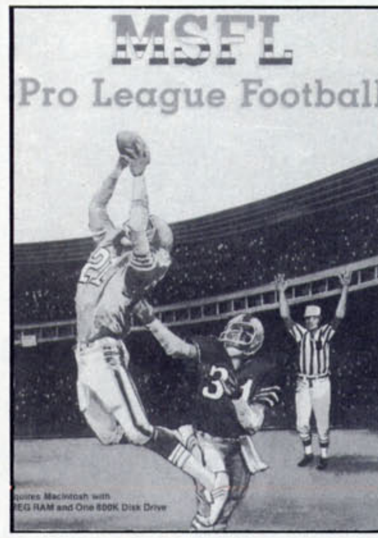
M*SFL Pro League Football 2.0* (MSFL) is a nice compromise for those who want statistics and the ability to watch a thrilling game, as well. It presents an attractive graphic display and can crunch statistics with the best of them. Even more, however, MSFL is the first and only system for creating and running entire leagues by using *any* teams ever to play the professional game: past, present, and future—even fictitious.

The gameplay for MSFL is truly revolutionary. Its intricate Game Plan generator poses 104 questions about how the player will coach his team in order to assist in creating the game plan. Further, the Stats Keeper utility updates the league, maintains standings, and tabulates offensive, defensive, and a host of miscellaneous statistics; the Record Book documents 70 categories of team and individual bests; and the Scouting Report evaluates teams position by position. In addition, Modem Play allows players nationwide to compete head to head. Actually, this feature enables two players to run the same game on separate machines. By exchanging Game Plans via modem (or even by U.S. Mail!), rival coaches can obtain identical results using this feature. All they must do is set their alarm clock desk accessories to the same date, specify identical game parameters (weather, home/visiting team, and starting quarterbacks), disable the Audible function, and agree on the coin toss.

The Audible function allows players to abandon the Game Plan momentarily and call specific plays. Coaches must be fast with a mouse to invoke this command in the allotted time, however. Once mastered, calling audibles enhances the thrill of the contest, allowing players to replace their coach's headsets with a player's helmet when they find themselves in key situations.

The only drawback to this remarkable game system is the fragile user interface. Woe be it to the league commissioner with the unsteady grip on his mouse. If, with an honest slip of the hand, he should select "Set League Format" instead of "Sort League Standings," he risks erasing *the entire league* rather than merely updating it. **Note:** The Command "." function, which the documentation does not mention, will let him exit the "Set League Format" function and save the league. If the commissioner should be careless and the Stats Keeper needs a file that does not yet exist, the application sends up an error message and crashes, rather than politely informing the player with a dialogue box. In fact, a single typo while inputting team names into a league structure forces one to reboot and start from scratch. The program also does not prevent players from Auto Updating the same game into the league standings more than once. Doing so, of course, ruins the standings and league statistics. A more thorough idiot-proofing could have eliminated many such pitfalls.

The manual stresses the importance of backing up key files. Heed it. Floppy users will note that this involves a lot of disk swapping—seemingly an inordinate amount of work to save the program from itself. Those who are serious about setting up a league are encouraged to purchase an external disk or hard disk and back up the data regularly.



MSFL does not audit Game Plans, though it does allow players to change them after creation. In short, MSFL is no game to dive into with reckless pointing and clicking. Players cannot expect to learn it on the job. Rather, the wise player will sit down and read the manual, twice. Then, one should run through a few practice leagues before getting friends involved.

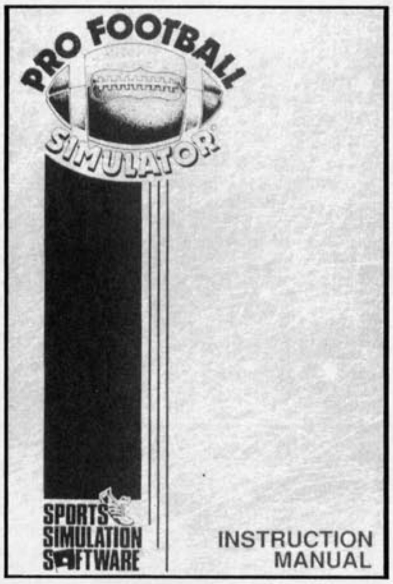
In spite of the fragile interface, the news from **Micro Sports** is exciting indeed. By the time this review is printed, the MSFL will be on-line, offering **CompuServe** subscribers current NFL team files—updated weekly. Early reports on that project are encouraging.

TITLE:	MSFL Pro League Football
SYSTEMS:	Macintosh, IBM
# PLAYERS:	1-28
PRICE:	$49.95
DESIGNER:	David Holt
PUBLISHER:	Micro Sports, Inc. 1410 Mountain Ash Drive Hixson, TN 37343

Once players look past the cosmetic flaws (the opening graphics fly by unreadably) and master the quirky interface, MSFL has a magic of its own. No current game on the market touches it in terms of statistical realism and the addictive, if minimalist, graphic display puts it in a class above the primarily text-oriented stat games. Organizing and running a football is hopelessly addictive. So much so that readers might well want to go out and buy another computer just to get a piece of the action.

—James D. Hornfischer

Pro Football Simulator (PFS) offers players a different approach to coaching and managing personnel than MSFL. This text mode game does not rely upon creation of a game plan like MSFL, but allows players to get "down and dirty" by calling each and every play. Previous simulations have allowed individualized play selection, but there is more to PFS than that. For each play, both players can select an offensive or defensive set; authorize individual substitutions in order to exploit potential mismatches; and call the specific play from



TITLE:	Pro Football Simulator
SYSTEMS:	IBM (with 256K and CGA)
# PLAYERS:	2
PRICE:	$39.95
DESIGNER:	David Moxley
PUBLISHER:	Sports Simulation Software 2100 Tanglewilde, #165 Houston, TX 77063

a very sophisticated playbook (over 600 offensive plays and over 125 defensive assignments).

Some will be dismayed that the game does not follow up with a graphic resolution of the play. Instead, the game offers a play-by-play. A play from a recent 1986 Tampa Bay Buccaneers vs. 1986 Detroit Lions was reported as follows:

The snap—it looks like they're going to pass. No—it's a draw. They give the ball to James Wilder. He's running back up the middle. The play is going nowhere—I don't understand that play selection. The play gained -2 yards.

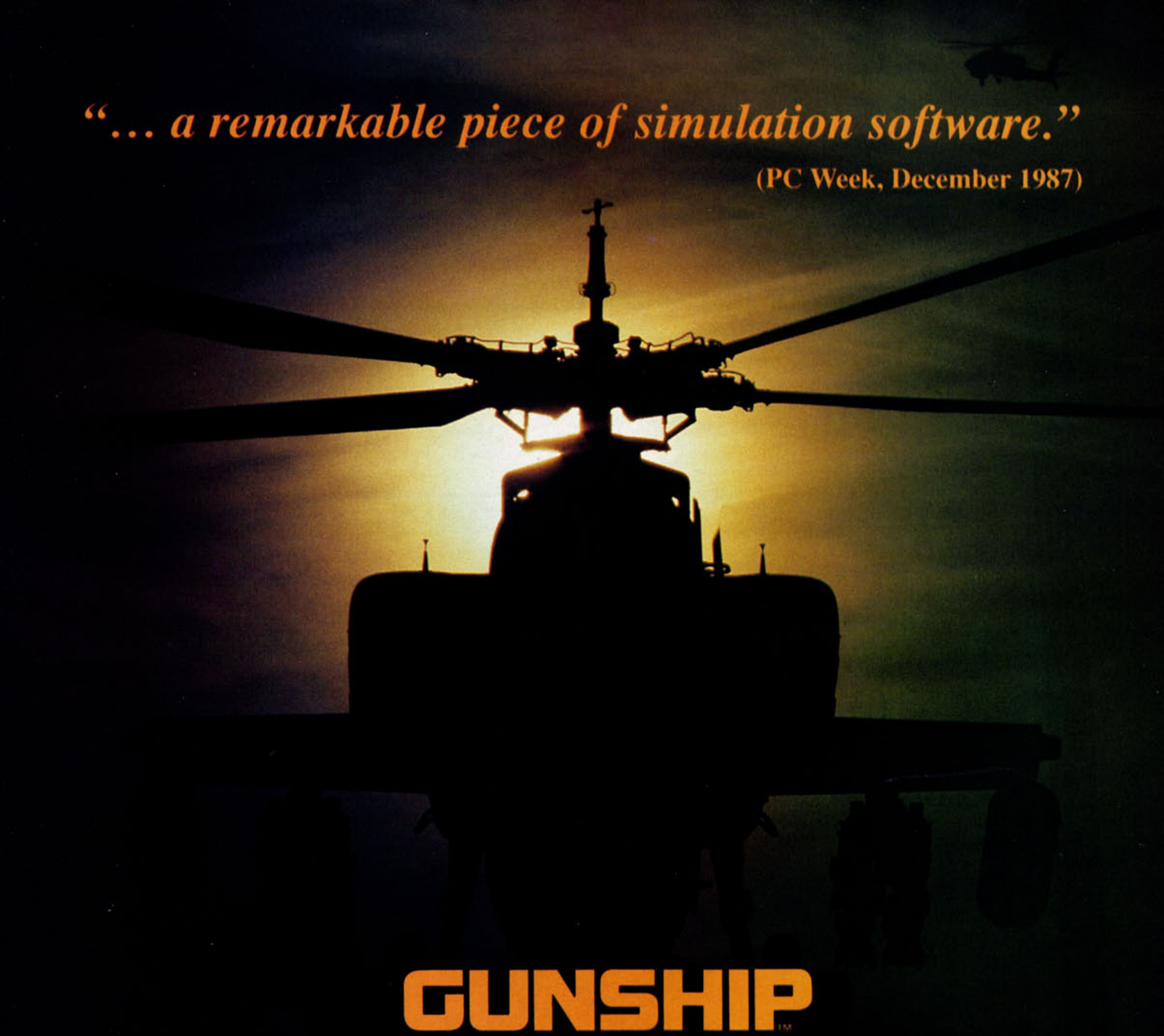
AT owners (especially those with 286/386 processors) are advised to set the game for the slowest possible display speed because the program clears the screen and goes to the play calling menu automatically after each play. If a faster setting is selected, there is no way even a speed reader can get the full description of the play before having to call the next.

For serious football fans with readily available human opponents, this is an extremely viable program. Players are in complete control of their particular team's destiny and the ability to make individual substitutions depending on the play selection is marvelous. Further, it is obvious that the designers of this program know their NFL football. The NFL players perform in statistically accurate ways and the playbooks utilize the offensive and defensive sets in proper ways. In this regard, this game is superior to anything else on the market.

Overall, however, the game is *not* for everyone. *Pro Football Simulator* lacks the thrill of a graphic replay as in **XOR**'s *NFL Challenge* (which costs three times as much as PFS) or **XOR**'s *Pro Challenge* (which only costs slightly more). It lacks the flexibility of **Lance Haffner**'s *Three-In-One Football*, **Avalon Hill**'s *Super Bowl Sunday* (or *Mac Pro Football*), **SSI**'s *Computer Quarterback*, and the aforementioned **XOR** games because it does not have a programmed computer opponent for solitaire play. Nevertheless, PFS offers a intriguing opportunity for sophisticated pro football fans who want an inexpensive option for face-to-face excitement.

—Wyatt Lee

CGW readers should look for a full review of Cinemaware's TV Sports Football in the February issue.



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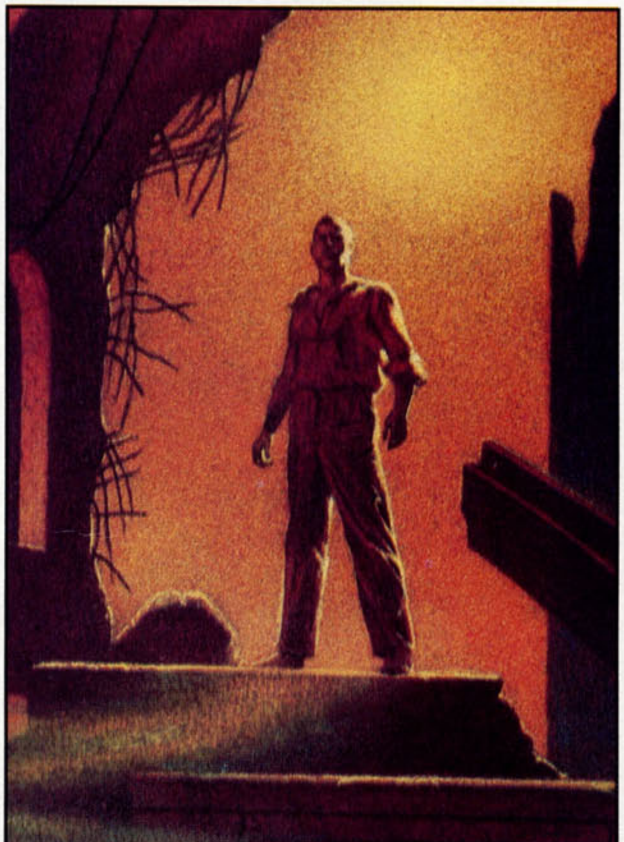
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Survival of the Fittest

Mindscape's "Visions of Aftermath"

by Jasper Sylvester

"Are *you* prepared for the coming ice age?" "Can you survive a nuclear winter?" Every so often, there will be a news story on the radio that will force me to flash back to my college days. The basement of the college I attended in the 1960s still contained Civil Defense stores from its inception as a fallout shelter in the 1950s. Then, as now, the idea of hoarding provisions against a nuclear holocaust seemed needlessly gruesome and horribly pessimistic. Like many, I find myself embarrassingly uncomfortable when thinking about that meagre possibility of surviving "World War III."



Mindscape has released a multiplayer program that takes these thoughts beyond mere speculation. In *Visions of Aftermath: The Boomtown*, each player directs the survival attempt of one character. Players are challenged to strategically manage their resources in order to "survive." The simulation offers a blend of exploration (though not as much as in a standard adventure game), skill development (not combat-based as in adventure games or combat simulators); economic manipulation (through exploitation of natural resources, management of supply, and barter), and diplomacy (through interaction with other players and the computer-led "hordes"). In addition, *Boomtown* is flexible in terms of determining victory conditions, difficulty levels, environmental conditions, hard or floppy disk set-up, and number of players. Players who dream of carving out their own empires against all odds should get a lot of satisfaction from this game.

The object of the game is to survive with the highest standard of living, measured in terms of Agriculture, Architecture, Survival, and Leadership. Scores are updated at the end of each turn (a month in game time) and provide a numerical ranking for each area. Three of these categories begin at one hundred points each and "Leadership" begins at twelve hundred points. If one of the player's "Survival" ratings should drop to one point for more than a couple of turns, that could signal the death of the character. In addition, each character is continuously monitored for endurance, radiation level, and life spent. These sliding scales limit what each character can potentially accomplish in a month.

TITLE:	Visions of Aftermath The Boomtown
SYSTEMS:	IBM (with CGA or EGA)
# PLAYERS:	1-16
PRICE:	$39.95
DESIGNER:	Sparky Starks
PUBLISHER:	Mindscape, Inc. Northbrook, IL

Mr. Inside, Mr. Outside

No matter what victory conditions the players select, it is important to read the documentation in order to be successful. The documentation comes in three parts: a user's guide, a fictitious survivalist pamphlet, and a special civil defense manual describing a survival home within the game context. The temptation is to boot the game and start exploring. Avoid the temptation by noting the instructions of p. 13 of the survivalist pamphlet, "You should start by staying inside of some kind of shelter or other for as long as you can." Even if the "nuclear winter" option is not selected, the first few turns of the game represent cold months. Therefore, any exploration during these months will probably use up too much fuel.

Since immediate exploration is not productive, I recommend reading books during the first two months (and whenever the average temperature is near or below freezing). In *Boomtown*, characters can only learn skills by reading books. In order for your character to have the option of hunting game, he must have read the classic Native American work, *Bow Hunting* by Charles "Flying Chicken" Feathers; to be able to trap game, he must read *Kill Furry Things With Traps* by Daniel Boone; and to be equipped to build a shelter, he should examine *1001 Bomb Shelters YOU Can Build*. There are 22 useful books (see the annotated bibliography on pages 39-41 of the pamphlet) and several surprises that are not so useful (like *A Boy and His Dog, On The Beach, Game Rules According to Hoyle,* and *The Phone Book*) placed at random locations throughout the "world."

Other useful activities to be undertaken during those long months indoors include: repairing one's shelter (increases "Architectural" rating; making arrows (increases "Survival" rating; making toys (creates "goodies" to trade); and developing fine art (creates "goodies" to trade). In order to have these options, of course, one must have read the appropriate books.

After temperatures become more moderate or a character's dwindling supply of provisions forces him outside, players have a greater number of options (depending on what they have read). One approach is to raid the nearest shelter for whatever is lacking in one's own shelter. Another approach is to locate the nearest water source (since the pamphlet tells players that food grows best near water). Also, those who have read *Mud Fishing* can increase their meat supply by fishing. Those who have read *Agricultural Science* may elect to plant fields. Naturally, each field planted increases one's "Agricultural" score (10 point increments at Beginner level and incrementally more on higher levels). The index included with this

article should help players find hints on various activities within the survivalist pamphlet, *New World Vision*. The discussion on those pages should obliquely indicate what is needed to accomplish each task successfully.



Born To Be Rad

In the early stages (especially at Beginner and Standard levels), the game may seem to lack intensity. Looks can be deceiving. Once the turn begins, the players "Endurance" begins to be used. If the sliding scale should reach the far right side (representing ultimate fatigue) before the character completes all that he is doing or returns to his shelter (assuming he is outside), the player receives a costly "Extreme Hardship" warning and a severe penalty to the "Survival" score. When travelling or working outside the shelter, the player must monitor the "Rad" scale (representing exposure to radiation), as well. If the "Rad" scale reaches the severe radiation stage at the right hand side of the scale, the player is penalized for an "Extreme Hardship" and his character could potentially die. For this reason, players are advised to keep their characters close enough to the shelter that they can be certain to regain its safety well before either scale reaches its limit.

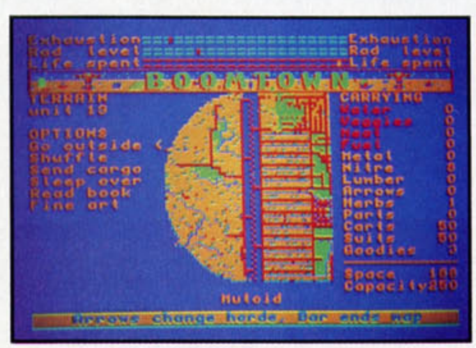
In a one player game, the simulation is primarily a strategy game where one needs to plan what he is going to accomplish before the turn begins and must race against the clock (in this case, the "Endurance" and "Rad" scales) to accomplish the plan within the turn. This is just as true in the multi-player version of the game, but there are less overall resources available and more complications. Does one raid his fellow player's shelter? Does one harvest his opponent's fields? Does one trade with a potential enemy? Does one declare war on his competitor? Should one destroy land around his shelter as a buffer zone from the hordes? Should one deplete the natural resources near a fellow player's home shelter? What a sociological experiment this game can be! If it was not a marketing kiss of death to do so, one could even say the game was *educational*. It is, but it is also the kind of challenge a player can come back to again and again.

Finding Hints in "New World Vision"

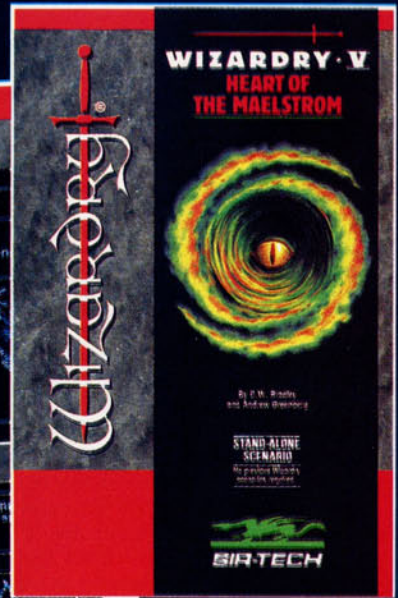
Resource	Activity	Page
Carts	*Building*	*29*
Diplomacy	*Defensive*	*24, 30*
Diplomacy	*Trading*	*25-26*
Explosives	*Leveling Land*	*21-22*
Explosives	*Finding Resources*	*26*
Fuel	*Building Turbine*	*13, 20-21*
Fuel	*Cutting Wood*	*13*
Fuel	*Waterwheel*	*21*
Goodies	*Fine Art*	*27*
Goodies	*Fireworks*	*27*
Goodies	*Toys*	*27*
Herbs	*Harvesting*	*18*
Lumber	*Reforestation*	*19*
Meat	*Fishing*	*18*
Meat	*Hunting*	*19*
Meat	*Trapping*	*19*
Medicine	*Herbs*	*18*
Metal	*Welding*	*27-28*
Roads	*Construction*	*31*
Shelter	*Building Cabins*	*20*
Suits	*Tanning*	*29*
Suits	*Weaving*	*29*
Veggies	*Planting*	*18*
Water	*Culverts*	*31*
Water	*Dam*	*20-21*
Water	*Irrigation*	*21, 30*
Water	*Trough*	*20*

Light My Fire

Even though the subject matter being simulated seems depressing and pessimistic, *Visions of Aftermath: The Boomtown* manages to create an optimistic opportunity to rebuild a new world. The game is a diverse and cerebral challenge. Gamers who are looking for another *Wasteland* with its violent encounters and intriguing plot line or those who lose patience with multi-player games where the interface consists of one player in front of the keyboard while the others leave the room will probably find that *Boomtown* leaves them as cold as the nuclear winter simulated. Gamers who want a game with realism, replayability, and challenges that grow with their gaming experiences should find that *Boomtown* lights their fire. Above all, *Boomtown* is a unique game that should *especially* appeal to those who like economic simulations and multi-player competitions.



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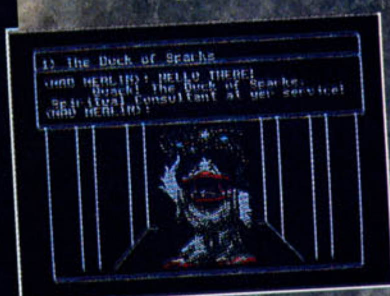
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Screens from Apple II version of the game. Screens for other systems may vary.

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Times of Lore

by Scorpia

In olden days, the High King ruled from his throne in Eralan and the land was at peace. Then, barbarians came from the south, bringing war and destruction with them. Ten years the conflict raged and no side could best the other. At last, the High King himself went into battle and, after much fierce fighting, achieved a truce with the invaders. Sorely weakened by his efforts, the High King returned to the land of his forbears, swearing to return in twenty years. That time has passed and the High King has not returned. The land has fallen into chaos as petty nobles squabble among themselves and evil creatures stalk the countryside. Only the return of the High King can set things aright, but none can say where he is. Some brave soul will have to go looking . . .

Times of Lore is basically a beginner's computer role-playing game. The game is very easy to learn and play: character creation is simple, monsters are few, conversations are menu-driven, and actions are controlled from an icon-based menu on the screen. Unlike other CRPG's, experience gained does not advance the character in levels (there aren't any). It is strictly used as an indication of how well you're doing.

The game opens with the story of how the High King went off twenty years ago, promising to return. As might be expected, he hasn't come back and the land is falling into chaos. Your character is an adventurer who sets out to discover what happened to the King for the purpose of bringing him back.

There are three characters to choose from: a knight in armor; a valkyrie, less well-armored but fast; or a Barbarian, practically naked but very strong. None of these have any visible stats, so you simply pick whichever of the trio appeals to you most. The only thing to keep an eye on is the candle of life in the lower right-hand corner, which indicates how healthy or injured the character is, and substitutes for the more common hit points.

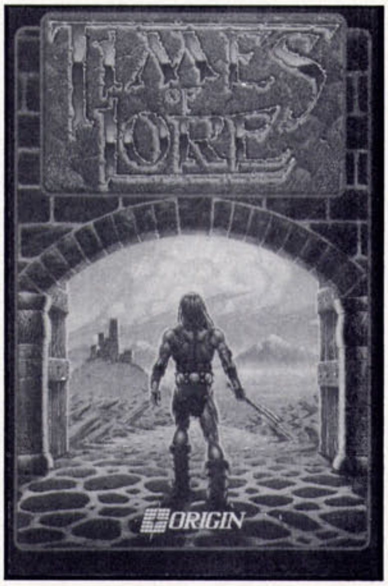
After this, the game actually begins, with your character standing in the upstairs bedroom of the Froth and Slosh in Eralan, the capital city. Movement can be done with the keyboard, arrow keys (at least on the //e), or a joystick. When using keys, the character moves continuously in the direction you choose (so the key does *not* need to be held down), while the joystick requires you to hold the stick in that direction to keep the character moving. Keys are good for long trips with few direction changes. The joystick is better when moving around confined spaces or to avoid monsters.

Prior Engagement

Warning: This section provides specific hints about the game from opening sequences to the conclusion. Readers are advised to proceed with caution in order to avoid unwanted hints or to skip to the final section of the article.

Once your character is downstairs, it won't take long to obtain the first quest in the game from the Prior, who is running around on the ground floor. In fact, he's rather hard to avoid (grin). Talking to the prior, or anyone else for that matter, is a simple operation. You face the person and click on the mouth icon.

This initiates conversation, which is completely menu-driven. There are two choices, "Start chitchat" and "Ask question". Chitchat is just a "gosh, you're looking well today" opener, which may or may not elicit a meaningful response from the person. The questions are all keywords. Simply pick one from a list and ask the person about it. Everyone does not know about everything, so it sometimes helps to run down the list to see what response you get.



TITLE:	Times of Lore
SYSTEM:	Apple II, C-64/128
# PLAYERS:	1
PRICE:	$39.95
DESIGNER:	Chris Roberts
PUBLISHER:	Origin Londonderry, NH

Generally, utilizing the chitchat response will add a word to the list. For instance, someone might say, "I'm feeling well, thank you. By the way, Ralf saw some strange lights last evening." This would put "lights" in the question menu. Asking the person about "lights" might bring more information, although in most cases, you would have to find Ralf (or whoever) and ask him.

Regarding the prior, he will ask you to retrieve the mystical Foretelling Stones, which have been stolen by the orcs in the Dark Forest. This is a good time to open the map that comes with the game.

The Dark Forest is fairly close to the city, but the orcs are tough customers and you may want to wait awhile instead of just rushing off into the fray. For instance, you need an idea of how your character does in battle. Since there is no character advancement, it's a wise move to see if the one you've chosen is one you can live with. If not, restart the game and pick someone else.

Combat is simple. Face your opponent and hit either the "A" key or the joystick button. Depending on what is being fought, it will take anywhere from one to several blows to kill it. Of course, the monster is fighting back, so watch the candle to be sure you don't end up dead.

If things are getting tough, you can always run away (unless you're boxed in). In fact, many times you can choose whether or not to start combat, since the monsters are very easy to avoid. You can walk around them, behind them, or even right in front, so long as you keep moving. No one else in the game can walk as fast as your character. It is also possible, at times, to walk between two monsters and have them

« Circle Reader Service #55

hit each other instead of you (This is always fun, although a little a dangerous if you don't time it right).

When monsters are killed, they are immediately transformed into a little R.I.P. tombstone. From time to time, they drop items during the transformation. These items are of four types: scrolls with spells (two types), healing potions, food, and money. You can only have one type of scroll and one type of potion at a time. Don't be afraid to use these items, as you can always get more by killing monsters, and none of them are cursed.

Monsters, by the way, have their own little areas that they patrol. If your candle is low and you don't have any healing potions, just walk to a part of the screen where no monsters are visible. You can usually stand there safely and wait while you heal up (aside from a night at the inn or a potion, this is the only way to regain your strength).

Food is important in the game. You'll starve to death without it. Wherever you are, the price is always the same, 10 gold pieces for one ration. Your character can carry up to nine rations at once; the game won't let you buy any more than that. Check your food supply from time to time, to make sure you don't run out. If you do, your candle will start to go down from lack of food.

Nothing has been said so far about arms or armor. There are no armories or weapons stores. In fact, there is no armor to purchase anywhere; your character will go through the game with whatever he or she begins with. As far as weapons are concerned, the situation is pretty much the same, with the exception of the magic axe. You'll have to find the person who has it for sale (and have the money) in order to obtain it. The axe is a very good weapon, and you may want to get it before you begin questing in earnest, which brings us back to the orcs in the forest.

As you can tell from the map, the forest is pretty extensive, so it helps to have some information on their location, or you could wander around for awhile without finding anything (by the way, except for the orc encampment, every place you need to visit in the game is clearly shown on the map). Then, it's simply a matter of making your way to the camp, bopping a few orcs, and picking up the stones.

After you've returned the stones to the Prior, you'll get some more quests, one at a time from different people, which will eventually send you into the dungeons. There are three places that can be considered dungeons: the ruins in the desert, the crater hole, and the Temple of Angor.

The ruins you can enter any time, but you need special items to get into the other two places. So, it's best to wait until you're told to go to them. The ruins and the crater are very similar, both in layout and what needs to be done inside to get from one area to another. While monsters abound (as you might expect), there are no traps to worry about. However, you might want to keep an eye on the floor in the ruins and crater.

The temple is the last and most difficult of the three. As you walk along the corridors, skeletons pop up from the floor. They are, it seems like, endless. This also makes them difficult to avoid in the cramped hallways, so moving fast and fighting only when necessary is your best bet here.

From time to time, you'll want to save the game. This can only be done at one of the inns, by purchasing a night's lodging. Staying overnight heals you up and stores the game at that point. Saving, after completing a quest or before heading off to one of the dungeons, is a must (particularly when you're going to the temple!).

Saving Grace

Note that saving the game also stores your list of key words. If you stop playing without first having saved, you'll lose any new words on the list, and will have to go back and converse with some people again to get the words back on the list.

The graphics are pretty, vaguely *Ultima* in style, and well-detailed for the most part. The villagers all look alike (little red suits with red caps), but each type of monster has a distinctive icon. Outdoor terrain is varied, from deserts to grasslands to mountains (impassable) to forest, making for a pleasing variety.

As with the *Ultimas*, people tend to move around a lot, especially in the day time, but each town has so few inhabitants that the people you need to talk to are generally easy to track down. No one is hidden away behind secret doors or in some hard-to-reach spot. The towns are all laid out on the map, so you can see at a glance how many buildings each one has and where they are. Typically, any town has an inn and several residences. In addition, Eralan and Ganestor have castles. Since the only thing you need to buy is food, there are no shops.

Overall, *Times of Lore* is a neat and simple game. It plays fast, avoids the complexities of more sophisticated CRPG's, tells a story, has nice graphics, and a decent (if a little abrupt) ending.

Bottom line: A good introductory-level computer role-playing game.

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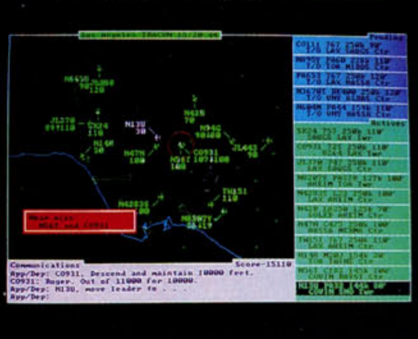
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EGA Screen Photograph of TRACON



(Continued from page 28)

Coin-Op Conversions

1. Not all machines run at the same speed. How do you make the game work well on all of them without being unplayable on either the slowest or fastest models?
2. Each video adapter type is completely different from the others. How do you design one game and yet, make it work on all systems? How do you waste a minimum of extra memory doing it? You may need two copies of each graphic to look good on all adapters, wasting disk space. Further, how do you get an artist to draw a jungle when all he has to work with are black, white, pink, and blue?
3. IBM-type joysticks are analog. Each one responds differently and even the adapter boards can differ. The game must self-adjust so it is playable.
4. There are many brands of PC clones, each with a slightly different design. How many different brands must be checked? At **Quicksilver**, we usually test on several XT clones, a Compaq, three kinds of AT clones, a PS/2, and a 386 machine (along with anything else we can dig up). Every machine in our office is different.

The Challenge Is Real

In summary, cramming a high-quality game is rare. A game is like a fine watch. It needs a precision craftsman to design and assemble it. Once it is done, however, it is an artwork worthy of long-lasting use and enjoyment.

Conversions Received

This is a list of games which have been recently converted from another personal computer system.



For the Amiga:

Captain Blood (Mindscape)
Corruption (Rainbird)
Foundations Waste (Exocet)
4th & Inches Team Disk (Accolade)
Operation: Cleanstreets (Broderbund)
Reach for the Stars: Third Edition (SSG)

For the Apple II:

Aussie Joker Poker (Joker Software)

For the Apple II (128K):

Ancient Art of War at Sea (Broderbund)
Last Ninja (Activision)
Neuromancer (Interplay)
Rampage (Activision)

For the Apple II GS:

Bubble Ghost (Accolade)
Manhunter New York (Sierra)
Mini-Putt (Accolade)
Serve & Volley (Accolade)
Warlock (Three-Sixty)

For the Atari ST:

Aussie Joker Poker (Joker Software)
Elite (Rainbird)
Karateka (Broderbund)
Operation: Cleanstreets (Broderbund)

For the C-64 / 128:

Aussie Joker Poker (Joker Software)
Deathlord (EA)
Faery Tale Adventure (MicroIllusions)
Heavy Metal (Access)
Ikari Warriors (Data East)
Serve & Volley (Accolade)
Steel Thunder (Accolade)
Victory Road (Data East)
Zoom (Discovery Software)

For the IBM:

Airborne Ranger (Microprose)
Apollo 18 (Accolade)
Aussie Joker Poker (Joker Software)
Captain Blood (Mindscape)
Club Backgammon (California Dreams)
Firepower (MicroIllusions)
4th & Inches Team Disk (Accolade)
Heroes of the Lance (SSI)
High Seas (Garde)
Mini-Putt (Accolade)
Operation Cleanstreets (Broderbund)
Paladin (Omnitrend)
Rack 'em (Accolade)
The Train (Accolade)
Under Fire (TAHGC)
Zoom (Discovery)

For the Mac:

Ancient Art of War at Sea (Broderbund)
Arkanoid (Discovery Software)
Aussie Joker Poker (Joker Software)
Blue Powder Grey Smoke (Garde)
Mean 18 (Accolade)
Tetris (Spectrum Holobyte)


Starglider II
Dare to Continue the Ultimate Space Fight
By ARGONAUT Software
RAINBIRD

Hide your ships, search out the opposing fleet, and then blast it into submission. This sure beats the old paper and pencil game! C-64, Atari ST, Amiga and IBM ($29.95). Circle Reader Service #11.

DIVE BOMBER: Flying from the Ark Royal, the player's WWII torpedo bomber, "Avenger", must find the Bismark and put her down. This flight simulator has a pilot's screen, engineering, navigation and tail gunning views, and besides finding & sinking the Bismark, the players will be able to shoot down enemy fighters, sink E-boats & U-boats, and take out minefields. Nice graphics enhance the play against either computer or live opponent. C-64, Apple II & IBM ($39.95) Atari ST & Amiga ($49.95). Circle Reader Service #12.

THE LEGEND OF BLACKSILVER: Players enter the world of Bantross in this adventure quest game that features monsters, traps, dungeons, towns, labyrinths, arcade games and an assortment of puzzles. Character attributes can be increased along with corresponding access to high level magical spells. Attractive 3-D graphics enhance this detailed adventure game. C-64 ($39.95) Circle Reader Service #13.

SPACE STATION OBLIVION: Here's a different twist, players are miners sent to prevent a colossal gas explosion on a distant moon. Exploring the alien surface in an excavation probe, the player must chart sector geography, avoid security traps, locate potential explosive pockets of gas and send for drilling rigs to vent them. The graphics enhance the feel of an "alien" environment and the clock keeps ticking towards final doom, so there's no "down-time" in this one. Bring along a canary on this trip. C-64 ($39.95), IBM, Amiga & Atari ST ($49.95). Circle Reader Service #14.

STREET SPORTS FOOTBALL: Here's your chance to draw up a play on the ground and then watch it go for six points. Three-on-three football in the streets is accurately reproduced in this humorous version of sandlot ball. Players choose from multi-skilled, neighborhood kids and send them out on a variety of patterns. This is a great change of pace for football freaks. Buttonhook at the red Chevy, or Fat Kid go long! C-64, Apple II & IBM ($19.95). Circle Reader Service #15.

Ocean Isle Software
697 Copa d'Oro
Marathon, FLA 33050

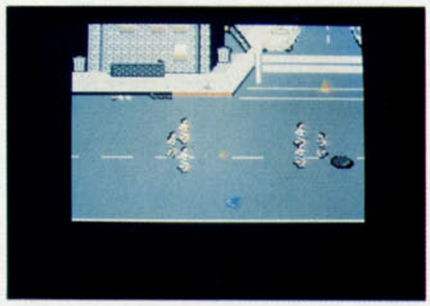
NEUROBICS: This is a different type of brainteaser for the computer. Designed to improve the user's mental capabilities, this six pack of puzzles tests the player's abilities of memory and logic. Pour liquid between a variety of different size containers to finish with the desired amount, remember hidden numbers and match them a la Concentration, and spot the counterfeiter passing money in a bank are some of the puzzles which come with up to 25 levels of play. An interesting change of pace in the gaming field. IBM ($59.95). Circle Reader Service #16.



The Legend of Blacksilver



Space Station Oblivion



Street Sports Football



Neurobics



Times of Lore



Menace

Origin
136 Harvey Road
Londonderry, NH 03053

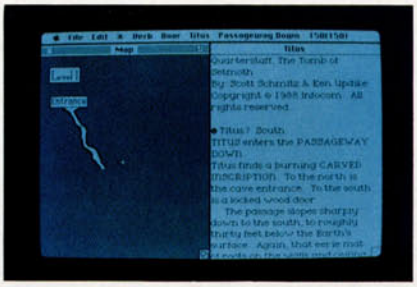
TIMES OF LORE: Fantasy Role-Playing combines with arcade combat and excellent graphics and sound in this hybrid adventure game. Players interact with characters, explore buildings and fight increasingly difficult monsters before completing their final quest. A good game for novice FRP'ers. C-64,(joystick required), Apple II ($39.95) Circle Reader Service #17.

Psygnosis Ltd.
1st Floor,
Port of Liverpool Building
Pier Head, Liverpool
Merseyside, U.K. L3 1BY

MENACE: Fast arcade action powers players through the planet Draconia in an attempt to destroy it, along with the usual assortment of monsters. Somehow your superiors decided that one ship alone could do the job and, of course, it's you. Smooth scrolling graphics keep players on their toes in a seemingly impossible mission. This is a typical, Psygnosis high-quality release. Amiga ($29.95). Circle Reader Service #18.

(Continued on page 66)


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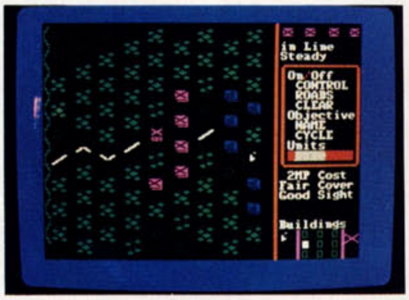
Quarterstaff



Jack the Ripper



Life & Death



Decisive Battles Vol. III



A Day at the Races



Thud Ridge

Infocom
125 CambridgePark Dr.
Cambridge, MA 02140

QUARTERSTAFF: An update of the original, without the bugs, this is a graphic adventure game that really feels right. Top-down view maps, multiple party members, digitized sound & easy interface make this a fun and interesting FRP game for Mac users. Windows can be customized for size and location. Can be played monochrome or color. This looks like a winner. Mac with 1 MB ($49.95) Circle Reader Service #19.

CRL
Scorpion
19 Harbor Drive
Lake Hopatcong, NJ 07849

JACK THE RIPPER: Players find themselves on the trail of Saucy Jack in this stylishly written, graphic adventure game. Real-time prevents the player from quaffing a brew or two at the local pub because the environment changes as the city awakens to find what horrors have been left from the previous night. You must be careful where you go and what you handle, as everyone is a suspect. C-64 ($29.95). Circle Reader Service # 20.

The Software Toolworks
One Toolworks Plaza
13557 Ventura Blvd.
Sherman Oaks, CA 91423

LIFE & DEATH: Every month something really unusual comes across our desks and this month's winner is Life & Death. Players sit in on medical lectures, make rounds, examine patients, order testing, and even get to cut a few in this seemingly realistic simulation of a day at the hospital. Closer to St. Elsewhere than General Hospital, players get to ultimately perform major surgery with hand-picked assistants. A tremendous amount of detail is in this package, right down to trying to stop a fibrillating heart in the middle of appendix surgery. Be sure your malpractice premiums are paid up before going to OR. I forced them to keep an extra shift on at the morgue when I was the attending physician. IBM & Mac ($49.95). Circle Reader Service #21.

Strategic Studies Group
1747 Orleans Ct.
Walnut Creek, CA 94598

DECISIVE BATTLES OF THE AMERICAN CIVIL WAR, VOL. III: WILDERNESS TO NASHVILLE: The incredibly versatile SSG game system moves forward once again as the American Civil War draws to a close. Enhanced entrenchments, increased sighting values and cohesion stiffening for unshattered brigades are some of the changes updating the system to its logical development. Apple II & C-64 ($40.00). Circle Reader Service #22.

Team Software
P.O. Box 7332
Washington, DC 20044

A DAY AT THE RACES: Horse racing fans will really like this racing simulator. Buy and sell horses at auction, choose jockeys, select the type and length of race, track conditions, check the betting sheets, place any type of bet or amount and then watch 'em run. There's lots of fun in this addicting simulation. The only things missing are the Marx Brothers. Circle Reader Service #23.

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Suite 290
Campbell, CA 95008

THUD RIDGE: American aces face a variety of missions over Vietnam in this flight simulator. Players attack Mig bases, SAM sites, thermal plants, shipping, bridges, barracks and enemy HQ's while trying to avoid Mig 21's and flak. Missions are rated for difficulty and rank. Above all, keep the Grey Ghost off your tail! Joystick optional. IBM ($39.95). Circle Reader Service #24.

(Continued from page 8)



tank to drop a new Command Center. Thus, taking over the island.

Both these tactics are nearly foolproof (I have used them almost exclusively, to great success) and leave all the other structures of the island intact, to be used once the island is taken over.

Douglas Seacat
Denver, CO

Ed: Thanks for your suggestions. We always welcome strategic and tactical hints.

Amygdala The Beautiful

Some of your readers may be interested in knowing about the existence of *Amygdala*, a newsletter devoted to fractals and the Mandelbrot set.

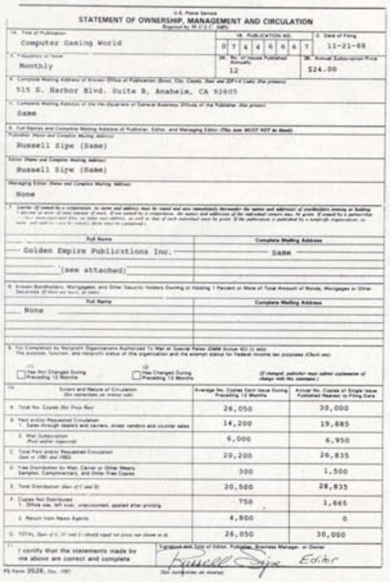
Amygdala features an extensive fractal bibliography, fractal pictures, fractal fiction, reviews of programs for generating fractals on computers, elementary and advanced articles about the mathematical background underlying fractals (including tutorials), subscriber participation in the form of articles, stories, etc., as well as notices and reviews of commercial software and other products.

A subscription consists of ten issues (currently #11-20), appearing at four to six week intervals, of which #11 and #12 have appeared so far. The price is $25. A color slide supplement consisting of 24 slides (of which eight have appeared so far) is available for $20.

Also available are back issues #1-10 ($25 for the set), the first 25 slides ($20), and selected books on fractals and related subjects. A sample issue may be obtained for $2.50.

Amygdala
Box 219
San Cristobal, NM 87564
(505) 758-7461

Ed: Hopefully, we won't have to draw them a picture. We haven't gone through your tutorials as of yet.



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I certify that the statements made by me above are correct and complete — Russell Sipe, Editor

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Mongol Hordes and Holy Romans

Koei's "Genghis Khan"

by Johnny L. Wilson

Conquerors need to be calculating, charismatic, and cunning, as well as courageous. This is as true for modern politicians, managers, military officers, and business competitors as it was for the rulers and kings of the past. In fact, there is probably no more pleasant and effective way to learn those lessons than in the historical simulations from **Koei Corporation**. Victorious players in these complex competitions must learn to blend economic management, diplomatic manipulation, and strategic maneuvering into a rare mix of personal effectiveness.

Even more than its predecessors, *Genghis Khan* is a fascinating tutor that pulls players into a colorful past with challenging problems. It is two games in one. In the solitaire game, "Mongol Conquest," a player may become Temujin, the Bordighin tribesman who united the Mongols as Genghis Khan. In the "World Conquest" game, up to four players may assume the roles of Richard I (England), Alexious III (Byzantine Empire), Temujin (Mongol Empire), and/or Minamoto Yoritomo (Japan). The game covers the great sweeping cultural and political changes of the late 12th and early 13th centuries: the Crusades, the Shogunate, the decline of the Holy Roman Empire, the Magna Carta, and more!

The game's mechanics are similar to **Koei**'s *Romance of the Three Kingdoms* and *Nobunaga's Ambition*. It is still menu-driven (with an enlarged menu) and utilizes "game years" made up of seasonal turns, but there are some significant (and welcome) differences. Now, nearly every major command costs attribute points (according to the chart on page 43 of the manual); mutual non-aggression pacts are rigidly enforced by the computer for a period of game years; economic growth is a function of population distribution; wars can last up to 60 days rather than 30; a rendezvous command has direct bearing on the ruler's potential heirs; there are three different merchants (so there are three potential markets for buying and selling) as well as a new market mechanism; the training command allows players to train soldiers, non-soldiers, governor candidates (underlings), and one's player character; and combat now uses zones of control, long range attacks (with archer units), and man-to-man combat (leader vs. leader). In addition, the graphic presentation is even more exceptional than the resplendent graphics of the earlier games because the colors are brighter and the caricatures more crisply rendered. Also, the programmed opponents are, if anything, more bloodthirsty, competent, and opportunistic than the computer opponents in the previous games. Further, the manual offers the usual **Koei** thoroughness of organization, attention to historical detail, and attractive production values.

A Lean and Hungry Look

Like Shakespeare's capsule description of Cassius' ambition in *Julius Caesar*, all of the computer opponents are extremely ambitious. The program exploits the fact that the best time to attack someone is immediately after they have attacked someone else. If Richard I attacks Phillip II (France), not only does England have less soldiers in it than prior to the attack, but France will have less soldiers in it whether it successfully defends itself or merely whittles down Richard's forces before the battle is over. Richard must make certain that England either has diplomatic security through a non-aggression pact with the Holy Roman Empire or a large defensive force and that the force sent to conquer France will have enough strength to successfully occupy it (and stave off potential attacks from the Holy Roman Empire or Moorish Spain) after the battle is over.

It is usually a good idea to reign in one's ambition during the earlier portions of the game and observe how the computer opponents treat one another. After one gains sufficient respect for the way they gobble up each other's kingdoms immediately after a "successful" military expedition that may have left the home guard light or a natural plague/catastrophe, one will be better prepared to weigh the risks of a given assault. Even more than *Nobunaga's Ambition*, the game does not reward those who are impetuous.



Economic Slurpee

Genghis Khan also uses a fascinating economic mechanism. **Koei** games have always forced the player to choose from military or domestic spending, but this game forces players to distribute the work force, as well. It is too bad that leaders of the past and present do not have the opportunity to use the kind of flexibility in reality that the game system allows. Since food production is *only* calculated in the fall turn, players with secure diplomatic boundaries can simply order the bulk of the population into food production during the summer turn and reap the same harvest as though they had been working in the fields all year. This, in turn, allows the rest of the population to be divided into town builders and castle builders during the other seasons in order to build up the economic strength (i.e. tax base) and defense strength (i.e. castle rating) of the country. If a player is sufficiently secure through diplomatic means, he doesn't even have to garrison soldiers during the period of economic growth.

TITLE:	Genghis Khan
SYSTEM:	IBM (with 384K, EGA, and two floppy disk drives or one floppy drive and one hard disk)
# PLAYERS:	1-4
PRICE:	$59.95
PUBLISHER:	Koei Corporation Torrance, CA

In spite of this anomaly, the game teaches a valid economic lesson. Defense spending is primarily no-growth spending. Money spent on defense does not fuel the economy to the same degree as other funding. **Koei**'s home country of Japan has learned this lesson well and the game reflects it. When countries in *Genghis Khan* have a standing army too large for their economy, the amount of gold in the treasury will drop during the taxation round (Spring) instead of increasing. One must pay for his soldiers' upkeep.

Hide and Go Seek

There is also more tactical strategy in the combat portion of the game. Players may choose a one-on-one combat, long range attack, or, since the victory conditions allow the defense to win if the attacking side reaches the maximum number of days allowed for the battle, a version of "hide and go seek." The computer only seems to hold back from attacking when its total force outnumbers its opponents forces. This means that it will attack a larger force with a smaller force if it has a larger force somewhere else on the board. Many times, it is possible to retreat one's command unit and use the other units (and their zones of control) as a blocking screen in a gambit which forces the attacking units to travel through rough terrain (forest or mountain hexes). Since attrition can take its toll on armies passing through rough terrain, an astute commander can actually reduce and eliminate units by forcing them to go through rough territory in order to attack them. This takes patience, but works more effectively than combat in the long run because the defending units do not travel through rough hexes and suffer the same attrition. This means that there is not as much risk of losing the defending units in this way as in closing for battle. Defenders with potential attackers on several sides of their countries should keep the "hide and seek" gambit in mind to preserve defenders for future battles.

One-to-one combat can also bail out the outnumbered defender. The program recognizes that it is often hard for a commander to refuse honorable combat in front of his own troops. Therefore, should the opposing commander refuse, his Leadership and Military abilities will be reduced by half. If the player should have a high enough leadership, military, and physical ability level to defeat the opposing leader, he will either immediately take the opponent as prisoner or receive 20% of the enemy soldiers to bolster his own army. This option can really bail one's fat out of the fire, but it is risky enough that one must pick his spots.

Long range combat expands the horizons of the battle sequences by allowing players to concentrate on whittling down one particular enemy unit (usually the command unit) without having to close on that unit and risk losing one's own strength points. The power of this type of attack is mitigated, however, by the fact that there is a limited number of long range attacks available during a given battle and the damage inflicted is usually limited.

Khan Summation

It is possible to quibble with the game's structure. One could suggest that the menu/sub-menu/sub-menu interface for giving orders causes unnecessary keystrokes. It is possible to argue that the angle of the world map in the world conquest scenario is somewhat disorienting from a western perspective. Still, the fact remains that *Genghis Khan* is the toughest, most satisfying, and richest historical simulation, yet!. If there are any better historical simulations anywhere that touch base with the forces of human society more thoroughly, this writer is unaware of them.

The game ratings in CGW have become an institution in the computer entertainment hobby and industry. Many of you have told us that you use the game ratings to assist you in making your game purchase decisions. The manufacturers follow this list closely as well. It is not unusual for a company to call in and ask if we have added our numbers correctly when one of their products gets a lower rating than they expected. Wild Bill Stealey, CEO of Microprose, says he values a #1 ranking in CGW's Reader Input Device above all other awards. Another publisher bought the rights to a number of older titles in order to repackage them and sell them in his economy line. He used R.I.D. in deciding which products to market. We are proud that so many of you have gotten value out of this service.

However, we think R.I.D. can be even better. One thing that can help is to insure a uniform rating scale that is easily understandable by all. We all can articulate the difference between a "1" game and a "9" game on the R.I.D. scale; but can we articulate the difference between a "6" game and a "7" game?

After studying the matter, we have decided to swap our 1-9 numeric rating scale for a letter grade scale (i.e. A to F). From now on, we will be asking you to rate games as if you were an educator. Assign the games a letter grad A-F. As with the world of education, the scale will translate to:

A=Excellent

B=Above Average

C=Average

D=Below Average

F=Failure

If you wish, you may assign pluses (+) or minuses (-) to your letter grade (i.e. B+,B-,C+,C-, etc.). As always, rate only those games that you have played.

This is the second of three issues in which we are rerating all of the games on our current R.I.D. list and a number of other titles, as well. Remember that thousands of gamers will be making buying decisions based on the results of these ratings, so help your fellow gamer out and let him know what is a worthy purchase and what is not.

Additionally, CGW will be working with a statistical psychologist to begin studying what are the common elements of the games you like and why different gamers like different kinds of games. To that end, we will be asking you a set of demographic questions at the beginning of each R.I.D. Please be sure to answer these questions each month, even if you have answered them before. We are looking forward to sharing some interesting insights from this data in the months ahead.

Demographics

(List the appropriate number)

1. What is your age?

1 = Under 14 years old
2 = 14-17 years old
3 = 18-20 years old
4 = 21-30 years old
5 = 31-35 years old
6 = 36-40 years old
7 = 41-50 years old
8 = 51+ years old

2. What machine(s) do you play games on?

(List all numbers that apply. List the machine you use most often first, the others in descending order of use.)

1 = IBM, clones, Tandy
2 = Amiga
3 = Apple 8 bit
4 = Apple IIGS
5 = Atari ST
6 = Atari 8 bit
7 = C-64/128
8 = Macintosh
9 = Other (please specify)

3. How much time do you typically spend playing computer games each week?

1 = Less than 2 hours
2 = 2-5 hours
3 = 6-10 hours
4 = 11-20 hours
5 = 21-30 hours
6 = 31+ hours

Games

4. Thud Ridge (Three-Sixty)
5. Spellbreaker (Infocom)
6. Decisive Battles of ACW I (SSG)
7. Nobunaga's Ambition (Koei)
8. Defender of the Crown (Cinemaware)
9. Planetfall (Infocom)
10. Starglider II (Rainbird)
11. Legacy of the Ancients (EA)
12. Gulf Strike (Avalon Hill)
13. Mars Saga (EA)
14. Roadwar 2000 (SSI)
15. Hitchhiker's Guide (Infocom)
16. Decisive Battles of ACW II (SSG)
17. Auto Duel (Origin)
18. Gato (Spectrum Holobyte)
19. The Fool's Errand (Miles Computing)
20. Pirates (Microprose)
21. Return to Atlantis (EA)
22. Reach for the Stars - 3rd Ed. (SSG)
23. Ancient Art of War at Sea (Broderbund)
24. Computer Baseball (SSI)
25. Battletech (Infocom)
26. Zork Series (Infocom)
27. World Class Leader Board (Access)
28. Sentinel Worlds I: Future Magic (EA)
29. Rebel Charge at Chickamauga (SSI)
30. Panzer Strike (SSI)
31. Steel Thunder (Accolade)
32. Computer Ambush (SSI)
33. King's Quest II (Sierra)
34. Heavy Metal (Access)
35. Deadline (Infocom)
36. Micro-League Baseball (Micro-League)
37. King's Quest IV (Sierra)
38. Silent Service (Microprose)
39. Leather Goddesses of Phobos (Infocom)
40. Manhunter: New York (Sierra)
41. Bard's Tale III (EA)
42. Battlefront (SSG)
43. Typhoon of Steel (SSI)
44. Battle of Antietam (SSI)
45. Halls of Montezuma (SSG)
46. Times of Lore (Origin)
47. Archon I (EA)
48. Eternal Dagger (SSI)
49. Stealth Mission (Sublogic)
50. Lords of Conquest (EA)
51. U.S.A.A.F. (SSI)
52. Road Raider (Mindscape)
53. Police Quest (Sierra)
54. Enchanter (Infocom)
55. Heroes of the Lance (SSI)
56. Under Fire (Avalon Hill)
57. NFL Challenge (XOR)
58. Rack 'Em (Accolade)
59. Field of Fire (SSI)
60. Desert Rats (Scorpion)



Be it known to all gentle persons that the above named games have been well spoken of by our readers over a goodly period of time. Therefore they have been enshrined in the CGW Hall of Fame as games of renown and worthy of play by all

"Dungeon Master" has advanced to the highest possible level on the Adventure side, narrowly averting a historic happening. By edging "Wasteland" by .02 points, FTL denied the folks at Interplay the chance of having the number one rated game on both the Strategy and Adventure sides. Meanwhile, a host of new action/adventure titles grace the top ten and threaten to challenge the longstanding titles at the top.

The early returns on "Battlechess" and "Typhoon of Steel" threaten to topple CGW's Strategy Game of the Year, "Empire" from its high throne. It will be interesting to see how the competition continues in the massive face lift the R.I.D. ratings are undergoing. Who will emerge on top in three issues?

Strategy Top 50

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Battlechess	Interplay	Am	1	21	8.10
Typhoon of Steel	SSI	Ap,C	1	22	8.00
Empire	Interstel	Many	11	45	7.84
Reach for Stars (3rd)	SSG	Many	1	38	7.45
Earl Weaver Bsball	EA	Am,I	12	44	7.31
Strike Fleet	EA	Ap,C	7	40	7.11
Panzer Strike	SSI	Ap,C	6	27	7.07
Silent Service	MicPr	Many	8	99	7.06
Carrier Force	SSI	C,Ap,At	5	108	7.04
Crusade in Europe	MicPr	Many	10	58	7.03
Decision in Desert	MicPr	Many	10	35	7.03
Flight Sim II	SubLg	Many	6	84	7.03
Battle of Antietam	SSI	Many	12	41	7.01
Europe Ablaze	SSG	C,Ap	9	32	7.01
NFL Challenge	XOR	I,M	7	23	7.01
Seven Cities of Gold	EA	Many	10	118	7.00
Ancient Art of War	Brodr	I,M	10	39	6.99
Under Fire	AH	Ap,C,I	8	23	6.97
Battlegroup	SSI	C,Ap	4	35	6.95
Defender Crown	Cnmwre	Many	8	51	6.95
Lords of Conquest	EA	Many	3	42	6.93
Russia	SSG	Ap,C	12	31	6.93
War in So. Pac.	SSI	Ap,C	7	22	6.93
Field of Fire	SSI	Ap,C,At	5	67	6.92
Rebel Charge	SSI	Many	10	27	6.92
U.S.A.A.F.	SSI	C,Ap,At	2	26	6.92
Micro Lg Baseball	MicLg	Many	5	72	6.88
Star Fleet I	Intstel	Many	7	50	6.84
Battlefront	SSG	Ap,C	9	33	6.83
Paladin	Omtrnd	Am,ST	2	29	6.83
Shiloh: Grant's	SSI	Ap,C,I	5	26	6.83
Breach	Omtrnd	Many	9	48	6.82
Roadwar 2000	SSI	Many	3	34	6.80
Computer Ambush	SSI	Many	6	49	6.78
Halls Montezuma	SSG	C,Ap	5	24	6.78
Computer Baseball	SSI	All	8	37	6.77
Gato	SpHb	Many	3	79	6.77
Gulf Strike	AH	Many	4	34	6.75
Anc. Art War Sea	Brdrbnd	Ap,I,M	4	30	6.75
Geopolitique 1990	Th.Mt.	Ap,C	3	29	6.73
3-in-1 Football	Hafner	Many	3	20	6.72
No. Atlantic '86	SSI	Ap,M	2	72	6.65
Conflict in Viet	MicPr	Many	5	21	6.63
Balance of Power	Mndscp	Many	7	46	6.61
Battlecruiser	SSI	Ap,At,C	3	29	6.61
Knights of Desert	SSI	Many	5	63	6.61
U.M.S.	Rnbrd	ST,I	3	31	6.61
Chickamauga	GDW	At,C	2	26	6.60
Dec. Battles ACW	SSG	Ap,C	3	20	6.60
Warship	SSI	Many	6	40	6.54

Adventure/Action Top 50

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Dungeon Master	FTL	ST	8	39	7.85
Wasteland	EA	Ap,C	7	48	7.83
Future Magic	EA	I	1	21	7.76
Battlehawks 1942	Lucsflm	I	1	22	7.75
Pool of Radiance	SSI	C,I	1	31	7.61
Pirates	MicPr	Many	13	55	7.57
Ultima V	Origin	Ap,I	6	45	7.56
Rocket Ranger	Cnmwre	Am	1	30	7.47
King's Quest IV	Sierra	I, IIGS	1	21	7.41
Stealth Fighter	MicPr	C	11	22	7.38
Bard's Tale III	EA	Ap,C	6	43	7.34
Falcon	SpHolo	I,M	8	25	7.23
Faery Tale Adv.	Micrill	Many	9	32	7.16
Bard's Tale II	EA	Many	12	55	7.13
Phantasie	SSI	Many	10	68	7.13
Spellbreaker	Infcm	Many	5	24	7.09
Zork Series	Infcm	Many	7	122	7.09
Archon I	EA	Many	12	96	7.08
Legacy of Llygamyn	SirTc	Ap,I	9	52	7.08
Pinball Const. Set	EA	Many	4	47	7.08
Lode Runner	Brdrbnd	Many	6	60	7.07
Phantasie II	SSI	Many	6	36	7.07
Questron	SSI	C,Ap,At	6	90	7.07
Sorcerer	Infcm	Many	5	58	7.07
Wizard's Crown	SSI	Many	11	58	7.06
Legacy Ancients	EA	Ap,C	4	46	7.05
Wings of Fury	Brdbnd	A	2	20	7.05
Shadowgate	Mindsc	Many	2	30	7.03
Enchanter	Infcm	Many	4	45	7.02
Eternal Dagger	SSI	Ap,At,C	3	28	7.00
One on One	EA	Many	8	75	7.00
Star Saga I	Mstrply	Many	1	20	7.00
Ultima II	Orign	Ap	8	61	7.00
Leather Goddesses	Inf	Many	2	31	6.98
Airborne Ranger	MicPr	C,I	6	24	6.97
Ultima I	Orign	Ap,C	2	48	6.96
Auto Duel	Orign	Many	2	65	6.95
Deadline	Infcm	Many	3	44	6.94
Police Quest	Sierra	Many	6	28	6.94
Three Stooges	Cnmwre	Am,C	6	31	6.93
Manhunter	Sierra	I,IIGS	1	22	6.91
King's Quest II	Sierra	Many	3	20	6.88
World Class Ldr Bd	Access	Am,C	4	20	6.88
Return to Atlantis	EA	Am	2	23	6.87
Hitchhiker's Guide	Infcm	Many	4	108	6.86
Planetfall	Infcm	Many	3	51	6.86
Beyond Zork	Infcm	Many	2	30	6.80
Summer Games	Epyx	Many	2	35	6.79
Wishbringer	Infcm	Many	3	36	6.79
Choplifter	Brdrbnd	Ap,C	6	70	6.78

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